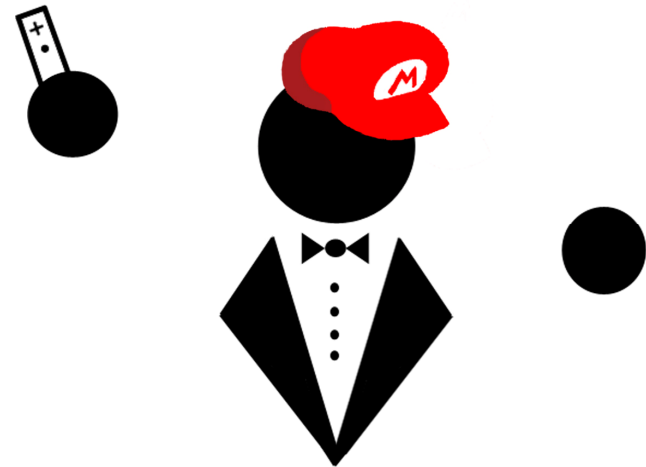


THE UNIVERSITY OF MARYLAND'S
GAMER SYMPHONY
ORCHESTRA
[HTTP://UMD.GAMERSYMPHONY.ORG](http://umd.gamersymphony.org)



FALL CONCERT 2008

Gregory E. Cox
Conductor

Thursday, December 4, 2008, 8 p.m.

OUR MEMBERS

Violin

Heather Bernardo
Matt Costales
Julie Heffernan
Marilyn Joseph
Angela Maki
Curtis Mitchell
Melissa Ou
Sofia Park
Rebecca Parker
Clinton Rebello
Laura Stayman
Andrew Syin
Sean Symon
Diana Taylor
James Wissman
Kathryn Wong

Viola

Yitong "ET" Chen
Sonya Lu
Victor Ontiveros
Carrie Quattlander

Cello

Alan Eng
Carli Follett
James Lynch

Piccolo

Peter Fontana
Kerry Leonard

Flute

Peter Fontana
Erin Gilbert
Samantha Kretschmer
Kerry Leonard
Kira Levitzky
Karen Murad

Clarinet

Andrew Bishop
Dee Chou
Jessica Elmore
Erin Grand
Brett Holbert
Alex Song
Andrew Stewart

Alto Saxophone

Laura Peregoy
Evelyn Sievert
Gerald Tagunicar
Anna Trejo

Tenor Saxophone

Ben Tousley

Baritone Saxophone

Greg Comstock

Bassoon

Randall Perrine

Trumpet

Greg Benjamin
Mike Charles
Edward Jefferson
Sam Nassau
Matthew Phipps

Horn

Anna Costello
Rachel Kassman
Becky Lu

Flügelhorn

Chris Carlsen
Rob Garner

ABOUT THE GAMER SYMPHONY ORCHESTRA

Half-a-dozen members of the University of Maryland Repertoire Orchestra founded GSO in the fall of 2005 when they realized they had a shared interest in video game music. By the time of the ensemble's first public performance in the spring of 2006, its size had quadrupled.

Today, GSO provides a musical and social outlet to 95 members. It is the only college-level ensemble solely dedicated to video game music as an emerging art form. Aside from its concerts, the orchestra also runs "Deathmatch for Charity," a yearly video game tournament in the spring. All proceeds benefit "Child's Play," which donates toys and games to hospitalized children.

As a University of Maryland student group, the bulk of the orchestra's funding comes from the Student Government Association, but contributions are always welcome to help cover the costs of venue and instrument rentals, printing, and other expenses.

We greatly enjoy getting feedback from our fans! Please feel free to fill out the form below, tear it off, and drop it in the "Question Block" on your way out, or e-mail us at umd@gamersymphony.org.

How did you hear about the Gamer Symphony Orchestra?

What songs would you like GSO to play? Other comments?

Please write down your e-mail address if you would like to receive information on future GSO performances and events!

“SEGA Mega Medley”

Tomoko Sasaki, et al.

Sonic 3 (Sega Genesis, 1994)
Sonic 3D Blast (Sega Saturn, 1996)
Ristar (Sega Mega Drive, 1995)
Arranger: Travis Neff

The tunes might be obscure, but any hardcore Sega fan will be dancing in their seat to this incredibly upbeat music. The choir will sing the classic “SEGA!” chant at the beginning of the piece; gamers were graced with this mantra after starting up their Genesis. Listen for the devilishly difficult solos in the third tune (“Shooting Ristar”).

“Kirby Super Star”

Jun Ishikawa

Kirby Super Star (Super Nintendo, 1996)
Arranger: Steve O’Brien

Kirby Super Star is a game divided into several small, separate sub-games. This arrangement comprises two songs from the sub-game “Dynabladé” as well as the Green Greens theme as found in “The Great Cave Offensive.” Listen for the mysterious feeling of the first song, the tension mounting in the second, and the grand finale of the third.

“Dämmerung”

Yasunori Mitsuda

Xenosaga: Der Wille Zur Macht (Sony PlayStation 2, 2003)
Arranger: Chris Apple

German for “Twilight,” this arrangement explores philosopher Friedrich Wilhelm Nietzsche’s concept of moral relativism: that no universal “right” or “wrong” exists. In the first section, a proud people herald their religion. But after the discordant battle in the second section, those same voices cry out in perdition, singing a haunting reprise of their original melody.

“Korobeiniki”

Traditional Russian

Tetris (GameBoy, 1989)
Arranger: Gregory Cox

“Korobeiniki” (“The Peddler”), made famous as the background music to the Game Boy edition of Tetris, is in fact a Russian folk melody. It acquired its name from a poem written by Nikolai Nekrasov that was set to this melody in 1861. The lyrics tell the story of a handsome peddler who becomes taken with Katya, a young woman. The two meet secretly, and though only the night knows how they came to terms, Katya manages to acquire a single turquoise ring....

Trombone

Will Ardanuy
Bill Campbell
Brian Kwong
Travis Neff
Steve O’Brien

Euphonium

Trevor Hankins

Tuba

Christopher Davis

Piano

Monica Chew
Kristina Madula
Stephan Sauerburger

Guitar

Travis Neff
James Tarkenton

Bass Guitar

Brian Cohan
Sammy Jo Hecox

Percussion

Kevin Hadaway
Evan Stottlemeyer
Jeremy Ulrich

Public Relations

Justin Johnston

Audio Crew

Alan Libbee
Robbie Lodge
Nick Piegari

GSO Logo

Matt Maiatico

Chorus

Chris Apple
Melissa Apter
Will Ardanuy
Alex Booth
Erin Davis
Brandon Hauk
Brett Holbert
Ayla Hurley
Jen Johnston
Elizabeth Kallgren
Brittany Klein
Christine Lau
Amanda Laughlin
Christa Lee
Kristina Madula
Abigail Malate
Jeff Nickerson
Steve O’Brien
Laura Peregoy
Sasha Petersen
Sabrina Snellings
Diana Taylor
Matt Wright
Holly Wu
Nick Yeager

Concert Program

“Star Fox”

Hajime Hirasawa

Star Fox (Super Nintendo, 1994)

Arranger: Gerald Tagunicar

This game takes place in outer space and on alien planets. It is the first game to use the Super FX chip, a 3D graphics accelerator for the Super Nintendo. The evil Andross has raided the planet Corneria in the Lylat System, and it is up Fox McCloud and his team to stop him. This piece is played after defeating Andross at the planet Venom, so listen for themes of meta-galactic space and victory.

“Oh, Buta-Mask”

Shigesato Itoi

Mother 3 (GameBoy Advance, 2006)

Arranger: Christopher Lee

Oh, Buta-Mask, “Buta” meaning “Pig” in Japanese, is composed of two battle themes from Mother 3. The first theme is the Pig march, played while battling certain enemies, and the second theme is Unfounded Revenge, which is played while battling certain bosses and is also used in Super Smash Bros. Brawl.

“Hyrule’s Ocarina”

Koji Kondo

Legend of Zelda: Ocarina of Time (Nintendo 64, 1998)

Arranger: Jason Troiano

After a quiet and retrospective opening sequence, this fast paced medley takes you on one of Link’s adventures through Hyrule as he fights to save the Kingdom from the evil Ganondorf. The piece showcases the various ocarina themes that we all know and love, transitioning from fast paced adventures to quiet mystery and then back again.

“Warcraft II: Tides of Darkness”

Glenn Stafford, et al.

Warcraft 2 (PC, 1995)

Arranger: Rob Garner

“Warcraft II: Tides of Darkness” showcases a medley of themes from the Blizzard game of the same name. This resolved, and occasionally brooding, arrangement mirrors the game’s storyline: Stabilize your colony, repel invaders, and destroy enemy settlements. The piece stays as true as possible to Glenn Stafford’s original score, which accounts for several tricky key changes throughout.

“Forcing Our Way”

Nobuo Uematsu

Final Fantasy VIII (Sony PlayStation, 1999)

Arranger: Michelle Eng

Using rapid, exciting chords and beats to recharge Squall and his squad to battle evil bosses, this piece captures the building action and ultimate battle in an orchestral arrangement. Listen for ornamentation in the rising action as well as the soloistic parts. If you listen carefully, you might even be able to catch a little glimpse of “Hymn of the Fayth,” borrowed from FFX hidden in the music.

“Chrono Trigger / Cross Medley”

Yasunori Mitsuda

Chrono Trigger (Super Nintendo, 1995)

Chrono Cross (Sony PlayStation, 2000)

Arranger: Alex Song

The medley combines four different songs from two of the most popular role-playing games in video game history. The four songs are “Reminiscence,” “Chrono Trigger Theme,” “Scars of Time,” and “To Far Away Times.” Both of these games involved characters using time travel in order to achieve their ultimate goals.

INTERMISSION

“Destinies Entwined”

Hitoshi Sakimoto

Odin Sphere (Sony PlayStation 2, 2007)

Arranger: Kristina Madula

Piano Soloists: Kristina Madula, Gregory Cox

“Destinies Entwined” is a piano duet arrangement based on the opening theme of Odin Sphere, a fantasy action role playing game, which explores the stories of five protagonists and how their destinies become entwined to invoke the prophesied end of the world. Listen for the melody moving between the duetists and the interesting harmonies throughout the piece.