

**THE GAMER SYMPHONY ORCHESTRA**  
at the University of Maryland



**Fall 2020**  
**Small Ensemble Concert**

Dekelboun Concert Hall  
Saturday, November 7, 2020  
7:00 PM

## Revali's Theme

*The Legend of Zelda: Breath of the Wild*

Arr. Ciara Donegan

Elizabeth Childs, Ben Cho, Thomas Chung, Quinn Dang, Nicholas De-Graba, Ciara Donegan, Rafa Mondal, Henry Reineck



This arrangement features “Solitary Warrior Revali” from the Champions’ Ballad DLC and “Revali’s Theme” from the base game. The theme invokes both the rustic feel of the Rito people, and the confidence of the Rito Champion.

## Mass Effect Suite

*Mass Effect*

Arr. Chase Kanipe

Vinnie Caprarola, Elizabeth Childs, Fanglin Ding, Chase Kanipe

This suite explores the hybrid sound of modern game scores. Featuring a wide range of string and synth sounds, the piece attempts to capture the dark sound of the *Mass Effect* series.

## Lady of the Pier

*Devotion*

Arr. Connor Belman

Connor Belman

“Lady of the Pier” is the main theme of *Devotion*, a Taiwanese horror game about a father trying to prove his devotion. The song appears several times throughout the game, being sung by the mother and daughter characters.

## Voice of No Return

*NieR: Automata*

Arr. Nico Benner

Lyrics: Sami Louguit

Ben Cho, Ciara Donegan

In the distant future, an endless war between androids and machines leaves the earth in ruins. *NieR: Automata* follows two androids as they explore ruined cities and uncover the secrets behind their futile conflict. “Voice of No Return” features the fictional “chaos language,” an amalgam of modern languages that have merged over thousands of years. Composed by Keiichi Okabe with lyrics by Emi Evans, the music of *NieR: Automata* provides a haunting soundscape to accompany its thrilling exploration and combat.

## Animal Crossing

*Animal Crossing*

Arr. Nicholas DeGraba

Nicholas DeGraba

This is a piano solo rendition of the main theme from *Animal Crossing* for the Nintendo GameCube, an updated version of the original Japanese exclusive installment of the *Animal Crossing* franchise. Players can pick fruit, plant gardens, fish, and hunt for fossils from the comfort of their own little town. The game-play is fairly laid back, and so is the music. Without further ado, welcome to *Animal Crossing*!



## Route 1

*Pokémon Red and Blue*

Arr. Zachary Calcagno

Zachary Calcagno, Elizabeth Childs, Nicholas DeGraba, Ciara Donegan, Esther Martinez, James Via, Anton Van De Motter

The Route 1 theme is among the most well known melodies in all of the Pokémon franchise. In the first generation of Pokémon games, with *Pokémon Red and Blue*, the player hears the tune when they first leave home and start on their journey toward becoming the Pokémon Champion. This arrangement was written for recorder ensemble because the recorder holds the same light-hearted, fun tone of the piece on the original Gameboy, while bringing back nostalgic memories of just starting out in the world of Pokémon.

## Gwyn, Lord of Cinder

*Dark Souls*

Arr. Ru

Connor Belman

This song is a piano piece that plays at the end of *Dark Souls*, a game known for its harsh difficulty. Among other things, this piece represents a bittersweet end to a long, but very beautiful journey. It originally appears as a piano duet featuring a special piano with an extra octave of bass notes on the end, and plays during the fight against Gwyn, the final opponent of the game.



# Time to Make History

*Persona 4*

Arr. Thomas Chung

Thomas Chung, Caleb Fishell, Henry Reineck, Cassie Tuan, Rachel Wattanarungsikajorn

*Persona 4 Golden* is a JRPG set in the rural town of Inaba, Japan, following a series of mysterious serial murders. You, the main protagonist, and his friends set out on a coming of age story, aiming to solve these murders while meeting plenty of people along the way. “Time to Make History” is the normal dungeon battle music that plays as you and your group use your Personas to defeat enemies, climbing dungeons to reach the boss at the top.

# Last Surprise

*Persona 5*

Arr. Peach Tea Punch

Vinnie Caprarola, Elizabeth Childs, Ben Cho, Thomas Chung, Caleb Fishell, Rafa Mondal, Henry Reineck, Cassie Tuan, Rachel Wattanarungsikajorn

*Persona 5* is a JRPG in which you lead a group of friends called “The Phantom Thieves” to “steal people’s hearts” in order to fix their ill behaviors. “Last Surprise” is the normal battle theme, where you fight utilizing a manifestation of spirit, or your “persona,” and is definitely something that “you’ll never see coming.” This was arranged by members of Peach Tea Punch, an anime cover band comprising UMD students, as a collaboration with GSO members.



# Acknowledgements

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