

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



**Fall 2021**  
**Small Ensemble Concert**

Gildenhorn Recital Hall  
Sunday, October 24, 2021  
7:00 PM

## The Fading Stories (Qingce Night)

*Genshin Impact*

Yu-Peng Chen

Arr. Nicole Benner

Aminah Yizar



*Genshin Impact* is a popular open-world RPG that tells the story of a Traveler wandering the land of Teyvat in search of their lost sibling. Within the nation of Liyue, they find themselves in Qingce Village, a quiet place cradled by a great mountain. This is a performance of the nighttime soundtrack, "The Fading Stories," a piano piece composed by Yu-Peng Chen. The gentle melody is a perfect backdrop for the peacefulness of Qingce's quiet nights.

## A Sunken History

*The Legend of Zelda: The Wind Waker*

Kenta Nagata, Hajime Wakai, Toru Minegishi, Koji Kondo

Arr. Francesco Berrett

Francesco Berrett, Erin Lea, Neel Sanghvi



*A Sunken Past* is the prologue to *The Legend of Zelda: Wind Waker*, and it tells the story of the events leading up to the present day. The story spans generations and eras of history.

In *Wind Waker*, the world is flooded and has become a vast ocean with only small islands remaining. This acappella arrangement includes lyrics that recounts the stories of the previous games.

## Peace Once More

*Paper Mario: Color Splash*

Takeru Kanazaki, Shigemitsu Goto, Fumihiko Isobe

Arr. Zack Smith

Ben Cho, Rose Anne Dela Cerna, Emily Hossom, Rafa Mondal,  
Zack Smith

A somber yet moving take on the classic theme that plays when Princess Peach is saved. This arrangement is heard at the end of *Paper Mario: Color Splash*, when the Princess consoles Mario during a fireworks show that feels just a bit lonely without a particular friend.

## A Town Called Hometown

*Deltarune*

Toby Fox

Arr. Ciara Donegan

Emma Brown, Nicholas DeGraba, Ciara Donegan, Sami Louguit

In *Deltarune*, the spinoff of the acclaimed RPG *Undertale*, you play as Kris, the only human in a town of monsters, fighting to save your own Light World from the mysterious Dark World. At the end of each chapter, you return to this town, known as Hometown. "A Town Called Hometown" plays throughout your visit, an instantly nostalgic tune that makes you feel like you've come home.



## Littleroot Town

*Pokémon Ruby/Sapphire/Emerald*

Go Ichinose, Morikazu Aoki, Junichi Masuda

Arr. Zachary Calcagno

Zachary Calcagno, Ben Cho, Thomas Chung, Nicholas DeGraba, Rose Anne Dela Cerna, Erin Lea, Sami Louguit, Garrett Peters, Lurr Ragen, Michael Reed

Littleroot Town is the first town and the player's home town in *Pokémon Ruby*, *Sapphire*, and *Emerald*, three games which so many of us grew up playing and are full of nostalgia for. The theme of this town, like the town itself, is playful and charming, and represents the start of your own grand adventure in the wonderful Hoenn region. We hope this piece brings back memories of just missing your dad on TV, and getting to fight your first of countless Pokémon battles.



## Lavender Town

*Pokémon Red and Blue*

Junichi Masuda

Arr. Nicholas DeGraba

Zachary Calcagno, Nicholas DeGraba, Ciara Donegan, Garrett Peters

In *Pokémon Red and Blue*, Lavender Town is home to the spooky Pokémon Tower. The location is widely considered to be haunted due to its use as a burial site for Pokémon. The theme of Lavender Town helps to accentuate this overtly suspicious ambience. There's something not quite right in this town.

# Subwoofer Lullaby

*Minecraft*

C418

Arr. Kiki Papageorgiou

Rose Anne Dela Cerna, Fang Du, Kiki Papageorgiou,  
Fletcher Tracy, Ian Wang

*Minecraft* is an open-world single player or multiplayer survival game where you can build anything you want. As you gather materials, upgrade armor, learn how to enchant your tools, fight off the undead, and explore different biomes and hellish landscapes with your friends, the true adventure doesn't lie in slaying the Ender Dragon but in the memories you make with your friends along the way.



# Journey

*Journey*

Austin Wintory

Arr. Elizabeth Swanson

Ben Cho, Dominic Marcinelli,  
Ian Wang, Michael Yang



A medley of different themes from the game *Journey*, namely "Nascence," "Apotheosis," and "I Was Born for This." *Journey* is about you, the traveler, making your way through a vast desert towards the final destination, a large mountain. You can make the expedition by yourself, or with the help of other anonymous travelers who you meet along the way. This piece gives a sense of the Journey ahead and the mysteries you will uncover.

# Dragonsong

*Final Fantasy XIV: Heavensward*

Music by Nobuo Uematsu

Lyrics by Michael-Christopher

Koji Fox and Kazutoyo Maehiro

Arr. Sami Louguit, Rachel

Wattananungsikajorn

Sami Louguit, Rachel Wattananungsikajorn



Over a thousand years ago, an Elezen maiden named Shiva fell in love with the great wyrm Hraesvelgr. Because her lifespan was trivial compared to the ageless dragons, she besought her beloved to devour her so that their souls may be intertwined for eternity. He honored Shiva's request, sparking an alliance between man and dragon that would last for two hundred years.

However, the Holy See of Ishgard was the first to betray the draconic Dravanian Horde, murdering the brood-sister of Hraesvelgr and Nidhogg, Ratatoskr, after she had aimed to strengthen the peace by revealing that a wyrm's eye was a source of immense power. King Thordan and his Knights Twelve consumed her eyes to gain her power, fueling Nidhogg's vow for revenge and starting the thousand-year Dragonsong War.

Although Shiva's spirit had withheld Hraesvelgr from the war, the shock of the betrayal of Ratatoskr had led the wyrm to give a dying Nidhogg one of his eyes to heal him when Thordan's son had taken both eyes. Now, Nidhogg terrorizes the lands of Coerthas in an eternal quest for revenge, while the Holy See of Ishgard hides the truth of the origins of the war.

# The Divine Princess and the Five Champions

*The Legend of Zelda: Breath of the Wild: The Champions' Ballad*

Manaka Kataoka, Yasuaki Iwata, Hajime Wakai

Arr. Ciara Donegan

Ben Cho, Rose Anne Dela Cerna, Ciara Donegan, Emily Hossom, Sami Louguit, Jeffrey Luo

*The Champions' Ballad* DLC of *The Legend of Zelda: Breath of the Wild* allows the player to see more of the champions who fought for Hyrule before the events of the Calamity. "The Divine Princess and the Five Champions" begins majestically as Mipha, Daruk, Revali, Urbosa, and Link are officially made protectors of Hyrule, ending with a more nostalgic tone as the final memory of *The Champions' Ballad* closes.

## Kimi no Kioku

*Persona 3/BanG Dream!*

Music by Shoji Meguro

Lyrics by Shigeo Komori

Arr. Peach Tea Punch

Thomas Chung, Caleb Fishell,

Henry Reineck, Neel Sanghvi,

Jian Soriano, Cassie Tuan, Kenny Wang,

Rachel Wattanarungsikajorn

"Kimi no Kioku," or "Memories of You" in English, is the ending theme and the true heart of *Persona 3*. The JRPG features a group of high school students who try to cope with and understand

death in a world full of it, forming a group called the SEES. They explore a tower called Tartarus while fighting Shadows that feed on the minds of humans during the Dark Hour, a mysterious time period between each day that very few people know of. While the game itself has both the characters and the player questioning the meaning of life by enduring death, the ending theme encourages you to live your life to your fullest and spend time with the ones that you love.



## Supermoon

*No Man's Sky*  
65daysofstatic  
Arr. Chase Kanipe  
Chase Kanipe

Supermoon is from the 65daysofstatic record "Music for an Infinite Universe," the official soundtrack to the procedurally generated science fiction computer game *No Man's Sky*. It features a mix of post-rock, orchestral, and synthetic elements, which Chase will play live by looping parts played on a keyboard, electric guitar, prophet 12 synthesizer, and drum pad.



## Disaster of Passion

*Guilty Gear -Strive-*  
Daisuke Ishiwatari  
Arr. Peach Tea Punch  
Thomas Chung, Ciara Donegan, Caleb Fishell, Henry Reineck,  
Jian Soriano, Cassie Tuan, Kenny Wang, Rachel  
Wattananungsikajorn

"Disaster of Passion" is the upbeat theme song of May from the newest installment of the Japanese fighting game *Guilty Gear*. Filled with energy, the song is an auditory representation of the cheerful and spunky first mate of the Jellyfish Pirates. This arrangement features remarkable guitar and saxophone solos along with nonsensical lyrics that capture the fun and excitement that fighting games are known for. This, along with "Kimi no Kioku," was arranged by members of Peach Tea Punch, an anime cover band comprising of UMD alumni, as a collaboration with GSO members.



## Lament of Orpheus

*Hades*

Darren Korb

Arr. Ciara Donegan

Ben Cho, Ciara Donegan,

Neel Sanghvi

The classic Greek myth of Orpheus and Eurydice is one of many recreated in Supergiant Games' hit roguelike, *Hades*. After his wife Eurydice's untimely death, Orpheus convinced the king of the Underworld to allow him to take Eurydice back, with one condition as he led her to the surface: don't look back.

In "Lament of Orpheus," he sings of his quest to save his love from death.



## Mii Channel Theme

Nintendo

Kazumi Totaka

Arr. Michael Lowenstern

Quinn Dang, Seyong Park, Michael Reed, Brock Ryan, Kyle

Wasserman, Daniel Xing

Introduced with the original Wii console from Nintendo in 2006, the Mii Channel allowed users to create custom 3D caricatures for use as avatars in various games like *Wii Sports* and *Mario Kart Wii*. Originally composed by Kazumi Totaka, the Mii Channel theme from the original Wii is perhaps one of the most iconic themes from the Wii. This refreshing performance brings the theme to the clarinet sextet for the first time.

## Zelda's Lullaby

*The Legend of Zelda*

Koji Kondo

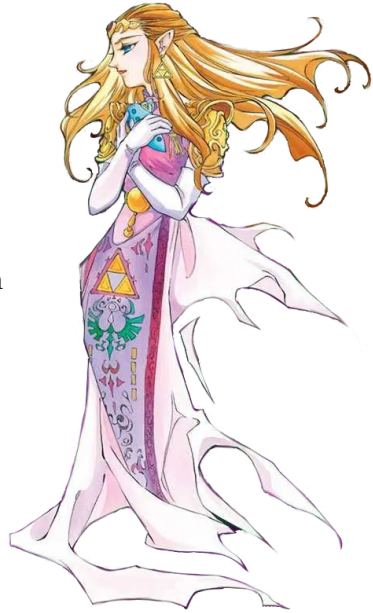
Arr. Sami Louguit

Sami Louguit, Grace Zimmerman

*The Legend of Zelda* is a sine qua non of any video game music concert, its exalted soundtracks spanning from the 1980s into the present day.

"Zelda's Lullaby" is a quintessential leitmotif that has reincarnated itself through every one of Koji Kondo's scores with its timeless melody and chord progression.

Our arrangement delivers the unadorned theme for the first half, and then expands on the melody on its repeat with bright ornamentation and improvisatory jazz flute embellishment.



## Serenade of Jellyfish

*Genshin Impact*

Yu-Peng Chen

Tr. DanimalCrossing, Arr. Brock Ryan

Brock Ryan

Originally composed as a marimba duet by Yu-Peng Chen, "Serenade of Jellyfish" is a piano arrangement of one of the daytime themes for *Genshin Impact's* summer tropical paradise, the Golden Apple Archipelago. This piano arrangement follows a small jellyfish throughout its day on Pudding Isle as it meanders in the currents beneath passing Waveriders and tumbles on the unexpected waves caused by a certain Spark Knight.

# What Will You Leave Behind

*Spiritfarer*

Maxime Lacoste Lebuis

Ciara Donegan, Rachel Wattanarungsikajorn

In *Spiritfarer*, you play as Stella, a ferrymaster for spirits who helps bring them to the afterlife. As you help each spirit complete their last wishes before moving on, you learn more about their lives and Stella's own life, as well as the connections they formed both in life and in this world between life and death. "What Will You Leave Behind" is a deeply emotional farewell to the game, playing in its final moments as Stella's own journey comes to an end.

# Weight of the World

*NieR:Automata*

Music by Keiichi Okabe

Lyrics by Yoko Taro

Arr. Sami Louguit

Thomas Chung, Fang Du, Jess Huang, Sami Louguit, Aidan McLoughlin, Matthew Pohlhaus, Fletcher Tracy, Rachel Wattanarungsikajorn, Michael Yang

*NieR:Automata* is a sequel to the *Drakengard* and *NieR* series, whose plot offers a philosophical exploration of existentialism as the mysterious disappearance of humanity gives rise to a war between androids and robots. The two main android characters of the game, 2B and 9S, endure a variety of turmoil as they fervently search for the truth of humanity and their existence.

The game's ending anthem pays homage to their relationship and chase for each other through a post-apocalyptic world. Yoko Taro's original Japanese lyrics eloquently catalogue a monologue of feelings that 2B and 9S share for each other and their world, exemplified by the following translation of the song's last chorus:

"And now, though it is useless, I cry out our love for this broken world. And now, though it is meaningless, I pray for more time with you. Though my prayers cannot grant me forgiveness...  
...I still—"

# Acknowledgements

The Clarice Smith Performing Arts Center  
The Memorial Chapel  
The UMD School of Music  
Antonino d'Urzo  
Prof. Derek Richardson  
You!



J-Tech Audio Visual  
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