

THE GAMER SYMPHONY ORCHESTRA
at the University of Maryland



Fall 2023
Small Ensemble Concert

Memorial Chapel

Saturday November 4th, 2023
7:00 PM

umd.gamersymphony.org

Angry Birds Theme, Piano

Angry Birds

Ari Pulkkinen

Arr. Frank and Zach Piano Duets

Sean Cheng, Claire Huang



Everyone's favorite wingless birds fly again in this short four hands arrangement of the theme song of *Angry Birds*, a colorful puzzle mobile game made in 2009. In *Angry Birds*, players unleash premeditated destruction on the mischievous pigs' infrastructure by mercilessly slingshotting flightless birds with various abilities toward their general direction. Whether your favorite bird is the unyielding Terrence, the explosive Matilda, or the inspiring Mighty Eagle, you'll be sure to enjoy this fun arrangement performed by two newcomer GSO pianists.

U.N. Owen Was Her

Touhou Koumakyou - the Embodiment of Scarlet Devil

ZUN

Arr. Kunio Matsuzaki

Additional edits by DanimalCrossing, Stephanie Do

Stephanie Do, William Gu, Michele Imamura, Benji Shin

"U.N. Owen Was Her" appears as a boss battle theme in the sixth Touhou game *the Embodiment of Scarlet Devil*, where you battle an extremely powerful, extremely reclusive vampire named Flandre Scarlett. The title "U.N. Owen Was Her" is a reference to Agatha Christie's mystery novel "And Then There Were None." "U.N. Owen Was Her" is one of the more iconic Touhou themes, arguably second only to Bad Apple. However, its first appearance to many was actually as a misattributed "black MIDI" video called "Death Waltz" posted to youtube more than a decade ago. Even mistitled, this was the first time many outside Japan had encountered the Japanese subculture phenomenon that TouHou ultimately created.

The original MIDI piece was originally composed by ZUN, the sole developer, designer, writer, and composer for all 19 Touhou games released so far. Many TouHou tracks were fan-remixed and rearranged for just about everything under the sun, including light jazz, celtic dance, death metal, deep techno, Ronald McDonald ads, and full symphony orchestra. This particular string quartet arrangement was created by Kunio Matsuzaki for the Japan Game Music Orchestra (JAGMO) as part of an fan-made independent doujin album.

Last Light

Baldur's Gate 3

Borislav Slavov

Arr. Ciara Donegan

Sean Cheng, Ciara Donegan, Matthew Doyle, Nailah Harris, Michael Maroney, Garrett Peters, Isaac Thomas, Joey Yeoh

Your party has traveled far, from one dimension to another, over land and through the Underdark. You've fought people and monsters alike, all with that tricky tadpole in your brain threatening to turn you into a mind flayer... and now, venturing into the cursed shadowlands, you must avoid being turned into a shadow as well. The Last Light Inn stands protected from the curse, a place to rest before continuing on your perilous quest. Sit back, relax, and listen to the sounds of *Last Light*.

Spring (Stardew Valley)

Stardew Valley

ConcernedApe

Arr. Alex Barker

Saima Ahmad, Alex Barker, Sarah Blaufuss, Neen Clarke, Grace Cong, Jesseca Greene, Adam Martinson, Wren Poremba, Jay Rana, Benji Shin, Hannah Yan



Stardew Valley is an indie pixel art farming game made by a single developer, Eric “ConcernedApe” Barone. He created the game’s mechanics and produced the music all by himself. *Stardew Valley* is more than just a farming game with many different objectives to accomplish. Some main mechanics include fishing, mining, foraging, growing crops, and interacting with the villagers in the Pelican Town side of *Stardew Valley*. Fishing is a fun challenge because the difficulty of catching a fish is affected by weather, season, and the kind of fish. Mining is an

exciting yet difficult task as monsters roam each level of the mines. Foraging provides materials that improve your farm and recover your energy and health. Farming, of course, is a great source of money and improves the aesthetic of your very own farm. Finally, the 34 villagers all have conversations with you, host events, and can even fall in love with you. Overall, *Stardew Valley* is a relaxing experience that you can take at your own pace yet has a surprising amount of depth.

Variation on a Song of Storms

The Legend of Zelda: Ocarina of Time

Koji Kondo

Arr. Francesco Berrett

Francesco Berrett, Stephanie Do

First appearing in the *Legend of Zelda: Ocarina of Time*, “Song of Storms” has since become a staple of the Zelda franchise, appearing in multiple games, as well as other series such as *Super Smash Bros* and *Destiny Warriors*. This version, scored for violin and piano, introduces the simple theme and gradually intensifies into a whirling, storm-summoning incantation.

Gear Getaway

Donkey Kong Country Returns

Kenji Yamamoto, Noriyuki Iwadare

Arr. Braidon Saelens, Blaise Ryan, Zack Smith

Anish Bhupalam, Maegan Blake, Noah Goldberg, Rhea Jajodia, Adam Martinson, Wren Poremba, Blaise Ryan, Braidon Saelens, Zack Smith, Davis Xu

In the midst of their mission to save the animals of DK Island and (more importantly) their hoard of bananas from the Tiki Tak Tribe, Donkey Kong and Diddy Kong must infiltrate the island’s recently un-abandoned factory. The Tiki Taks have reactivated the rusted old machinery of this sprawling mechanical wasteland to process DK’s bananas into a mystic life-imbuing goo they use to animate wooden minions. From the overgrown edges of the industrial complex to the cavernous machinery-filled rooms in the heart of it, the Kongs must scramble, climb, and punch their way to the source of the nefarious assembly line. Gear Getaway is a racing big band chart that accompanies our simian heroes as they pilot a rocket-powered wooden barrel they found through a steel jungle of giant turning gears and slamming pistons, soaring deeper into the factory. Arranged for saxophone ensemble (and our lovely rhythm section), please enjoy this energetic, eccentric, big-ol’-ape-on-a-rocket...-ic tune!



Past the Stargazing Season

Deemo

Hagu

Arr. Rafa Mondal

Harshitha Balijepalli, Neen Clarke, Nick DeGraba, Ethan Goldberg, Sami Lougit, Rafa Mondal, Kevin Zhang

Deemo is a fantastical rhythm game following the story of a lost little girl and a mystic creature who helps her return to her home world. Deemo is a creature who lives in a castle, passing its days of solitude by playing piano. One day a mysterious girl falls from above, and with no memories to guide her, the two must work together to return her to the sky. The pair begins to play piano together, noticing that the more music they play, the more a tiny sapling grows. The tree grows with their friendship, and one day, it may grow tall enough to reach the window to the sky. As the game progresses, the little girl starts to regain her memories, and the player learns more about her and Deemo's true identity.

Snowdin

Undertale

Toby Fox

Arr. Nick Degraba

Nick Degraba, Ciara Donegan, Erin Lea, Adam Martinson, Garrett Peters, Zack Smith

In *Undertale*, you fall deep underground, into the land of monsters sealed away in a time long forgotten. In order to make your way back to the surface, you now have to explore this land, meeting the monsters that call it home. As part of your journey, you find your way to a small snow covered village called Snowdin. As you walk through this charming town, the titular music helps to complete the image of a winter wonderland. Please enjoy this rendition of "Snowdin" as performed by the Doots, the GSO's best recorder ensemble.



Duel in the Mist

Genshin Impact

Yu-Peng Chen

Arr. DanimalCrossing

Transcribed by Mayuki Kozakura, DanimalCrossing

Anish Bhupalam, Chaitanya Garg, Larissa Hsu, Andrew Hui, Mare Lennon, Wren Poremba, Steven Zhang, Christine Zhou

Loosely based on shogunate Japan, Inazuma is a nation of thunder and lightning, falling petals and lapping waves, wandering samurai and secretive miko—a place where a mortal might meet the strike of a god. “Duel in the Mist” is one of three battle themes that play as you explore this isolated archipelago. Originally composed by Chinese composer Yu-Peng Chen for a traditional Japanese ensemble of shamisen, koto, shakuhachi, and taiko, it is here reimaged as a duel between two classical flutes against a percussive backdrop featuring koto and Korean buk drums. Whether facing kairagi or a single dendro slime, these sick trap beats and dank drops will surely raise your anxiety levels... because all you wanted to do was talk to an NPC.



Weight of the World

NieR: Automata

Keiichi Okabe

Arr. Francesco Berrett

Claire Huang, Francesco

Berrett

“Weight of the World” plays as the credits roll in *Nier: Automata*. The lyrics, written by vocalist J’Nique Nicole, speak to the struggle of the main character, an android tasked with saving a post-apocalyptic planet. The song’s moody tone and flowing lines paint a picture of a character grappling with their own humanity and their place in the world.



Village Surrounded by Green

Genshin Impact

Yu-Peng Chen

Arr. DanimalCrossing

Jonathan Alonzo, Harshitha Balijepalli, Grace Cong, Stephanie Do, Matthew Doyle, Chaitanya Garg, Gyuseok Kang, Jacob Keeley, Oscar Krug, Michael Maroney, Benji Shin, Cynthia Xi, Daniel Xing, Kevin Zhang, Steven Zhang

Welcome to Vimara Village, a quiet fishing town situated on the banks of a river residing halfway between Sumeru City and the ever-bustling Port Ormos. Here, the waters gurgle happily, the fish are abundant, and the villagers’ only problem are the children who keep going missing and reappearing days later, with no recollection of what happened. Could it be forest spirits? Could it be the ever-unscrupulous members of the Fatui? Could it be from someone in the village itself? The strange phenomenon persists, befuddling all... until a golden-haired traveler and their pale, floating friend comes along. Everyone, please enjoy “Village Surrounded by Green”!

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