

“Still Alive”

Portal (PC, 2007)

Arranger: Greg Cox

Voice of GLaDOS: Jen Johnston

In Valve's recent game *Portal*, the player must escape the Aperture Science research facility, run by GLaDOS, a passive-aggressive artificial intelligence. One important feature of GLaDOS is that she is compartmentalized—divided between a number of distinct personality "cores". This created an opportunity to use GSO's sonic diversity to explore her multiplicity and create our own unique take on the game's closing theme, "Still Alive." Cake will be available at the conclusion of the performance.

RJ and ET's stuff goes here.

Jonathan Coulton

THE UNIVERSITY OF MARYLAND

GAMER SYMPHONY ORCHESTRA



SPRING CONCERT 2008

Gregory Cox, Renard Joseph Sexton
Conductors

Tuesday, May 13, 2008 – 7:30pm
Clarice Smith Performing Arts Center
Kay Theatre

OUR MEMBERS

Concertmaster

Clinton Rebello

Violin

Julie Heffernan
Melissa Ou
Carrie Quattlander
Dionne Rebello
Diana Taylor

Viola

ET Chen

Cello

Alan Eng
James Lynch

Piccolo

Lindsey Davis

Flute

Erin Davis
Lindsey Davis
Erin Gilbert
Kerry Leonard
Chris O

Oboe

Michelle Eng

Clarinet

Andrew Bishop
Cassie Durand
Jessica Elmore
Erin Grand
Brett Holbert
Alex Song

Alto Saxophone

Laura Peregoy
Gerald Tagunicar
Anna Trejo

Tenor Saxophone

Ben Tousley

Baritone Saxophone

Greg Comstock

Bassoon

Randall Perrine

Trumpet

Greg Benjamin
Mike Charles
Matt Pavan
Will Rall
Joe Woodworth
Jarred Young

French Horn

Rachel Kassman
Melinda Mountjoy

Flügelhorn

Rob Garner

Trombone

Will Ardanuy
Brian Kwong
Iain Kierzewski
Travis Neff
Steve O'Brien

Euphonium

Bill Campbell

Tuba

Christopher Davis

Piano

Monica Chew
Kyle Garton
Kristina Madula

Guitar

Travis Neff
Gerald Tagunicar
James Tarkenton
Albert Yuen

Bass Guitar

Sammy Jo Hecox
Brian Cohan

Percussion

Jeremy Ulrich
Brian Cohan

Chorus

Chris Apple
Melissa Apter
Will Ardanuy
Alex Booth
Ethan Carton
Erin Davis
Brett Holbert
Ayla Hurley
Jen Johnston
Elizabeth Kallgren
Brittany Klein
Jeff Knickerson
Christine Lau
Christa Lee
Kristina Madula
Steve O'Brien
Sasha Petersen
Mohindra Ramphal
Diana Taylor

Conductors

Gregory Cox
Renard Joseph Sexton

“Tender Secrets”

Hiroki Kikuta

I. “Wake” (Spring)

II. “Trueno Lejo” (Summer)

III. “Winds of Change” (Fall)

IV. “A Wish” (Winter)

Secret of Mana (Super NES, 1993)

Arranger: Chris Apple

The four movements of this piece chronicle the four seasons of the year. Celebrating *Secret of Mana's* reverence for the Earth, this arrangement was sown with emotions evoked by the natural world. Each instrument lends its unique voice to paint vivid sound-images of nature's astonishing beauty... and the surprising frailty behind it.

“Final Fantasy Tactics”

Nobuo Uematsu

Final Fantasy Tactics (Sony Playstation, 1999)

Arranger: Renard Joseph Sexton

This is the blurb of text that describes this song. Normally I wouldn't put it in, but I had to so that I can approximate how much space it takes up, so we can show the people advertising with us what our program will look like. RJ's a lazy bum and needs to write me his blurb pronto.

“Mario 64 Piano Arrangement”

Koji Kondo

Super Mario 64 (Nintendo 64, 1999)

Arranger: Kyle Garton

Piano Soloist: Kyle Garton

The first and third sections of this arrangement freely add embellishments to the main level music, while preserving its bouncy, light-rock feel. The abruptly-appearing middle section elides the credit music’s insistent, Erroll Garner-esque 4/4 beat in favor of an arpeggiated, lyrical accompaniment. Finally, the coda superimposes ending figures from both tunes.

“Old School Hyrule”

Koji Kondo

The Legend of Zelda (NES, 1986)

Arranger: Rob Garner

This medley combines the two most prominent songs from *The Legend of Zelda*, the overworld and dungeon themes. The GSO has embellished the original pieces with new harmonies and counter-melodies while still remaining true to Koji Kondo's originals. As *The Legend of Zelda* debuted in Japan in 1986, the song is older than several of GSO's musicians.

“Donkey Kong Country 2 Medley”

David Wise

Donkey Kong Country 2 (Super NES, 1996)

Arranger: Gerald Tagunicar

Donkey Kong has been captured by King K. Rool, and it's up to Diddy Kong and Dixie Kong to rescue him! Join us as this light-hearted piece unfolds, showcasing the experiences and emotions our heroes discover as they try to save Donkey Kong.

“Sonic Mix AB”

Masato Nakamura

Sonic The Hedgehog (Sega Genesis, 1991)

Arranger: Travis Neff

The original *Sonic* games used digital synthesized sound, but the GSO's orchestral instrumentation gave their arrangers the chance to enhance the mood of each piece. Keep an ear open for the ending, which has been expanded greatly to include solos from the tenor sax, trumpets, piano, drum set, and guitar.

Concert Program

“Aeris' Theme”

Nobuo Uematsu

Final Fantasy VII (Sony Playstation, 1997)

Arranger: John Doe

Piano Soloist: Monica Chew

“Somnus”

Masashi Hamazu

Final Fantasy Versus XIII (Sony Playstation 3, Unreleased)

Arranger: Kristina Madula

Piano Soloist: Kristina Madula

Inspired by the trailers for the up-and-coming *Final Fantasy Versus XIII*, this piece gives insight into the dark world of the yet-unnamed protagonist. Bells toll at the start of the piece, leading into a solemn dirge. Flowing passages escalate into a charging battle scene highlighted by powerful, full chords. Strength and melody combine in the climax, which fades gradually into a haunting silence.

“Hall of Champions”

Will Nevins, et al.

Unreal Tournament 2004 (PC, 2004)

Arranger: Chris Apple

For nearly ten years, this song has prevailed as an anthem for the adrenaline-fueled gladiators in the *Unreal Tournament* series. By using sparse chords and clashing voices, this spartan soundscape hails the ruthless excitement of the tournament. In its rare moments of weakness, the same soundscape can yield a unique, desolate beauty.

“Chrono Trigger / Cross Medley”

Yasunori Mitsuda

Chrono Trigger (Super NES, 1995)

Chrono Cross (Sony Playstation, 1999)

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.

“Metal Gear Solid”

Harry Gregson-Williams

Metal Gear Solid (Sony Playstation, 1999)

Arranger: Gerald Tagunicar

Solid Snake, a Special Forces stealth operative, repeatedly faces superweapons of mass destruction known as Metal Gears. In this piece, one can hear adrenaline-pumped themes of his heroism and sneakiness.

“The Legend Of Zelda - A Medley For Brass Quartet”

Koji Kondo

The Legend of Zelda: A Link To The Past (Super NES, 1991)

The Legend of Zelda: Ocarina of Time (Nintendo 64, 1996)

Arranger: Christopher Davis

This flowing medley of popular themes comes from two of the most popular and influential *Zelda* games. Ranging from heroic castle and dungeon themes to light and bouncing forest dances, this medley is a solid sampling of both stern and light-hearted music from *The Legend of Zelda*. Listen carefully as the melodies jump between different instruments, and finally arrive at the classic *Zelda* theme near the triumphant conclusion.

“The Promised Land”

Nobuo Uematsu

Final Fantasy VII: Advent Children (2006)

Arranger: Chris Apple

This a capella piece was chosen to give a voice to *Final Fantasy VII*'s Lifestream, a torrent of spiritual energy deep within our planet. Unlike the decaying piano melodies of the mortal world, the sustained chords of the Lifestream depict eternal tides of joy and sorrow: raw emotions of the deceased, watching the tragic events of the living characters unfold.

“The Legend of Trogdor”

The Brothers Chaps

Peasant's Quest (PC, 2005)

Arrangers: Rob Garner, Travis Neff

Strong Bad's "Trogdor" tells the story of a poorly drawn dragon, "Trogdor the Burninator," as he roams the countryside and terrorizes peasants. Expanding the heavy-metal "Trogdor" for a full orchestra posed a great challenge to GSO's arrangers. The opening section comes from "O Fortuna," the first movement in Carl Orff's 1937 cantata, "Carmina Burana." Translated from Latin, the new opening lyrics are, "Oh, beware the evil dragon! At night, the fire comes!"

“One Winged Angel”

Nobuo Uematsu

Final Fantasy VII (Sony Playstation, 1997)

Arranger: Andrew Bishop

One Winged Angel is one of the most recognizable and distinctive songs in video games. First released in 1997, it has gone through numerous remakes and remixes, this particular arrangement is mostly true to the original masterpiece. The lyrics, like those from the original, are also from Carl Orff's "Carmina Burana."

INTERMISSION