



Gamer Symphony Orchestra

Spring 2014 Concert
Saturday, May 3, 2014, 2 p.m.

Dekelboun Concert Hall
Clarice Smith Performing Arts Center

Jacob Coppage-Gross, Conductor
Kevin Mok, Conductor
Kyle G. Jamolin, Choral Director
Bryan Doyle, Assistant Conductor

About the GSO

In the fall of 2005, student violist Michelle Eng sought to create an orchestral group that played video game music. With a half-dozen others from the University of Maryland Repertoire Orchestra, she founded GSO to achieve that dream. By the time of the ensemble's first public performance in spring 2006, its size had quadrupled.

Today GSO provides a musical and social outlet to 120 members. It is the world's first collegiate ensemble to draw its repertoire exclusively from the soundtracks of video games. The ensemble is entirely student run, which includes conducting and musical arranging.

In February of 2012 the GSO collaborated with Video Games Live!, for the performances at the Strathmore in Bethesda, Md. The National Philharmonic performed the GSO's arrangement of "Korobeiniki" from Tetris to two sold-out houses. In May of 2012 the GSO was invited to perform as part of the Smithsonian's The Art of Video Games exhibit.

Aside from its concerts, GSO also holds the "Deathmatch for Charity" (renamed the "Gamer Olympics" this year) video game tournament every spring. All proceeds benefit Children's National Medical Center in Washington, D.C.

Find GSO online at UMD.gamersymphony.org

Beyond the GSO

The GSO has also fostered the creation of a multitude of other collegiate GSOs at California State University—Northridge, Ithaca College, Montclair State University, the University of California—Los Angeles, the University of Delaware, and West Charter University. There is also a local high school GSO at Magruder High School.

Additionally, two GSOs exist beyond academic circles. The Washington Metropolitan and the Baltimore GSOs are nonprofit organizations dedicated to playing video game music, just like the original GSO. These GSOs are open to new members on an as-needed basis, and anyone who is interested in learning more about either group can request information from the email addresses below.

WMGSO: metrogso@gmail.com
[@WMGSO](https://www.facebook.com/WMGSO) | [fb/MetroGSO](https://www.facebook.com/MetroGSO) | WMGSO.org

Baltimore GSO: info@baltimoregso.org
[@BaltimoreGSO](https://www.facebook.com/BaltimoreGSO) | [fb/BaltimoreGamerSymphonyOrchestra](https://www.facebook.com/BaltimoreGamerSymphonyOrchestra) | BaltimoreGSO.org

Are you interested in starting your own GSO at your college or high school? Contact umd@gamersymphony.org for more information.

GSO Officers

President: Joel Guttman
Vice President: Zoë Di Giorgio
Treasurer: Jasmine Marcelo
Secretary: Tess Krimchansky
Conductors: Jacob Coppage-Gross,
Kevin Mok
Assistant Conductor: Bryan Doyle
Choral Director: Kyle G. Jamolin
Assistant Choral Directors:
Daniel Hopkins,
Jasmine Marcelo
Music Director: Douglas Eber
Orchestra Manager: Sean Jurado
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Scott DeHart

GSO Founder: Michelle Eng
Faculty Advisor: Dr. Derek Richardson,
Dept. of Astronomy
GSO Logo: Matt Maiatico, Katie Noble

Program Layout: Tess Krimchansky
Program Art by: Courtney C.,
Dave P., Matthew C.,
Stephanie H., Tori B.,
Zeynep D.

Emeritus Members:
Michelle Eng: Founder and President
Greg Cox: Conductor
Peter Fontana: Conductor
Rob Garner: President
Chris Apple: Music Director
Kira Levitzky: Conductor

Chorus Roster

Soprano
Rebecca Brown
Tori Buckshaw
Zoë Di Giorgio
Zeynep Dilli
Jasmine Marcelo*
Nicki Schoenbrun

Alto
Courtney Chan
Melissa Hauprich
Alana Hulse
Tess Krimchansky
Charlotte Johnson
Hana Peterson
Helen Wu
Helena Wu

Tenor
Jack Chen
Jonathan Harsford
Daniel Hopkins*
Kyle G. Jamolin
Tony McMannis
David Pilachowski

Bass
Simeon Anfinrud
Scott DeHart
Jesse Halpern
Adam Marinelli
Michael Ohr
Alexander Ryan
Peter Shi
Elliott Weinberg
Robert Zimmerman

Orchestra Roster

Alto Sax

Julia Eng*
Zac Frey
Andrew Goffin
Kellie Tappan

Baritone Sax

Sean Jones

Bass Clarinet

Brian Compere
Sylvester Gates

Bass Guitar

Jacob Siegel
Kane Wade

Bassoon

Douglas Eber*
Elizabeth Green
Michael Younkin

Cello

Tina Dang
Santos Del Cid
Austin Hope*
Robert Moy
Miguel Venegas

Clarinet

Bryan Doyle
Felix Lee
Jimyo Lin
Michael Wellen*
Ryan Zelinsky

Contra-alto Clarinet Piano

Nathan Cloeter*

Contrabass

Amelia Li
Isabel Martinez

Euphonium

Amelia Bateman
Alex Li

Flute

Jason Albanese
Mary Beck*
Jingyou Xu
LeAnne Young

French Horn

Nathan Caudill
Jessica Kerns
Kristian Koeser
Shayna Quidas
Dakota Sparks

Guitar

Daniel Bae
Maryann Moses*

Oboe

Kristi Engel*
Elizabeth Lavin
Griffin Moskowitz

Percussion

Cameron Camp*
Matthew Chin
Jonathan Seibert
Andrew Tiedeman

Piccolo

Peter Karp

Tenor Sax

Elizabeth Green

Trombone

Marlin Ballard
Peter English
Joel Guttman
Drew Star

Trumpet

Nicholas Arnold
Sean Jurado*
Joe Kozlowski
Amanda Modica
Ethan Rossberg

Tuba

Benjamin Ames
Gavriella Colton

Viola

Jack Chen
Carmen Dodl
Iliana Fernandez

Violin 1

Zadamarie Alfeche
Sailunsi Chen
Jimmy Miller
Jenny Luo
Matt Rosas
Alexa Stott
Liangcheng Tao
Joan Tsai
Sandy Wan**
Jeffrey Yang
Emily Yee
Tingrui Zhao

Violin 2

Nicole Anderson
Austin Feng
Kristin Kerns
Maria Koelbel
Curtis Mitchell
Gladys Ruiz-Malca
Hubert Shiau
Paola Sola
Andrew Wang*
David Wang

* Denotes section leader

** Denotes concertmaster



Concert Program

Super Smash Bros Brawl Medley

Super Smash Bros Brawl (2008)

Composed by Koji Kondo

Arrangement by Eric Liu and Jacob Chung

Performed by the Magruder High School Gamer Symphony Orchestra

This medley consists of two songs from Brawl: The theme from the Final Destination stage, and the credits music. Final Destination's theme consists of powerful and dramatic sounds that reveal the playing style of the game whereas the credits express a more playful sound at the end of the game. The combination of the two ideas made for an entertaining piece to play and listen to!

Star Fox Credits

Star Fox (1993)

Composed by Hajime Hirasawa

Arrangement by Gerald Tagunicar and
VGMusic.com

Star Fox is the first video game that uses the Super FX chip technology, which displays 3D polygon graphics. The game revolves around Fox McCloud, who pilots a spacecraft called an Arwing. He is accompanied by his teammates, Peppy, Slippy, and Falco to fend off the army of Andross, the main antagonist. The arrangement is played after defeating Andross, so listen for themes of victory, celebration, and the unknown that is outer space. P.S. Do a barrel roll!



The Legend of Trogdor!

Trogdor, Peasant's Quest, Guitar Hero II
(2006)

Composed by Mike Chapman, Matt
Chapman, Jonathan Howe

Arrangement by R. Garner and T. Neff

Soloist: Alexander Ryan

"Beware the evil dragon, for at night the fire comes." So begins this musical tale of Trogdor, the burninator. You are Rather Dashing, a stinky peasant. And in the Flash games of Homestar Runner, you seek TROGDOR! Scaled in consummate vees and equipped with a single, muscle-bound arm, the serpentine dragon burninated your peasant cottage. You seek vengeance! Or at least suitable remuneration. Far greater knights have tried – and failed. Good luck. Oh, and beware The Kerrek.

Chrono Cross / Chrono Trigger Medley

Chrono Trigger (1995), Chrono Cross (1999)

Composed by Yasunori Mitsuda

Arrangement by 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.



Small Ensemble: Suteki Da Ne

Final Fantasy X (2001)

Composed by Nobuo Uematsu

Originally Sung by RIKKI

Arrangement by Arnold Morrison

Trebles Without a Cause: Jack Chen (viola), Robert Moy (cello), David Wang (violin 2), Andrew Wang (violin 1)

We came fermata nowhere. We never scale back. We keep it trill. We're worth the treble! Please enjoy our rendition of this lovely piece, which is the accompaniment to the romance of Tidus and Yuna in Final Fantasy X.



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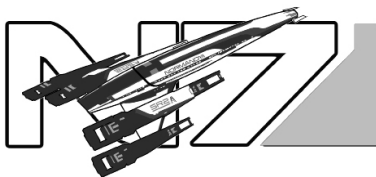
The Ballad of Commander Shepherd

Mass Effect (2007), Mass Effect 2 (2010), Mass Effect 3 (2012)

Composed by Jack Wall, Sam Hulick, Sascha Dikiciyan, Cris Velasco, and Christopher Lennertz

Arrangement by Jason Troiano

Reapers. The name brings fear to those of us who have roamed the barrens of Tuchanka. It brings terror to those who have stormed the cliffs of Rannoch. It brings despair to those who have set foot on the Citadel. Yet for those who walk the corridors of the SSV Normandy, a different name brings hope in this dark hour. Will the united races of the galaxy, under the command of their greatest hero, put an end to the Reaper threat? Or is the cycle of galactic extinction doomed to continue? Join us now as we follow Commander Shepard into battle against the most dangerous foe the galaxy has ever faced.



Objection!

Phoenix Wright: Ace Attorney (2001), Phoenix Wright: Ace Attorney: Justice For All (2002), Phoenix Wright: Ace Attorney: Trials and Tribulations (2004)

Composed by Masakazu Sugimori, Akemi Kimura, Noriyuki Iwadare

Arrangement by Alexander Ryan

Known originally as Gyakuten Saiban (“Turnabout Trial”) in Japan, the Ace Attorney series tells the story of Phoenix Wright, a young upstart defense attorney. Using outside-the-box thinking, supernatural aid, and sometimes just sheer dumb luck, Phoenix tirelessly defends the innocence of his clients, often exposing the true criminals in the process. This piece, named after the ubiquitous catchphrase of the series, aims to capture the thoughtful, energetic nature of Phoenix’s courtroom antics, culminating in a dramatic battle of wits against a witness that knows more than they’re letting on.

Hero March

The Wonderful 101 (2013)

Composed by Hiroshi Yamaguchi

English Lyrics by Brian Gray

Arrangement by Simeon Anfinrud

Unite Morph! The Wonderful 100 are an elite band of one hundred heroes sworn to defend the Earth from the Guild of Evil Aliens Terrorizing Humans with Jigga-watt bombs, Energy beams, Ray guns, and Killer lasers (GEATHJERK). Together, they combine their powers to transform into giant weapons like fists, swords, and whips to fight off the alien invaders. This is their theme song, inspired by bombastic superhero theme songs for American comic book heroes and Japanese tokusatsu, or special effects-driven TV shows. Why the Wonderful 101? Oh, I knew we forgot someone: ...you!

15 Minute Intermission

Small Ensemble: Snake Eater (Metal Gear Smooth)

Metal Gear Solid 3: Snake Eater (2004)

Composed by Norihiko Hibino

Arrangement by Kyle Jamolin

Mission Operatives: Kyle Jamolin and Jasmine Marcelo, lead vocals; Tori Buckshaw, Zoë Di Giorgio, Zeynep Dilli, and Nikki Schoenbrun, backup vocals; Daniel Bae, guitar; Kevin Mok, bass; Daniel Hopkins, keyboard; Cameron Camp, drums

Metal Gear Solid 3: Snake Eater is not just another war game. The prequel to Hideo Kojima's acclaimed Metal Gear series, MGS3 captures the essence of the Cold War. Themes of allegiance, duty, and betrayal permeate throughout a narrative of arms races, international espionage, and nuclear annihilation. The title theme, Snake Eater, describes the romance and the desperation of war, recalling the game's emphasis on survival in both the wilderness and in the modern age of war. This version is based off of the First Bite preview soundtrack, as featured in the Japan-only bonus track.

Hikari

Kingdom Hearts (2002)

Composed by Yoko Shimomura

Arrangement by Alex Song

“Hikari” is the main theme song for the Japanese release of Kingdom Hearts, Kingdom Hearts: Chain of Memories, Kingdom Hearts Birth by Sleep, and Kingdom Hearts Re:coded. Originally sung by Hikaru Utada, “Hikari” was arranged for orchestra by Yoko Shimomura.

Animal Crossing Sea Shanty

Animal Crossing: New Leaf (2013)

Composed by Manaka Kataoka, Atsuko Asahi

Arrangement and Lyrics by A.C Menes

Soloist: Michael Ohr

Close your eyes, breathe in the ocean air, and set sail towards adventure! In Animal Crossing: New Leaf, you play as the Mayor of your very own dream town. Being the mayor is actually a lot easier than you think. In fact, you can go on vacation every day if you wanted to. When you go on vacation, you sail to an island while the boat's captain, a turtle-duck-kappa thing named “Kapp'n”, sings you a little sea shanty. You could skip the scene, but why would you want to? The version heard in the game features Kapp'n simply singing silly lyrics while being accompanied by a single ukulele. This version has been adapted for a baritone soloist, SATB choir, and of course, a full orchestra!



GSO Plays Pokémon

Pokémon Red Version and Pokémon Blue Version (1996)

Composed by Junichi Masuda

Arrangement by Jacob Coppage-Gross



Since its inception in the mid 90's, the Pokémon franchise has entertained millions of fans across the globe. The iconic role-playing series began with the original Red and Blue versions, perhaps two of the most recognizable games ever made. On top of their genre defining gameplay and engaging story, the games offered a delightful suite of musical themes to accompany the adventurer on his/her quest. The arrangement presented today takes many of those classic themes and expands them into a full-fledged orchestral medley, with unique musical settings of favorites such as the Pokémon Center Theme and the Bicycle theme. For long time fans of the series or those just listening for the first time, it is a splendid trip down memory lane or into a brand new world.

The Promised Land

Final Fantasy VII: Advent Children (2005)

Composed by Nobuo Uematsu

Arrangement by Chris Apple

Final Fantasy VII: Advent Children dealt with the aftermath of the original *Final Fantasy VII*. Gaia, still reeling from the devastation wrought by Sephiroth, struggles in the face of an epidemic known as the "Geostigma." This disease was the result of the infection of the Lifestream, the life force of the planet. Our hero Cloud also wrestles with the disease, while at the same time grappling with his personal demons. "The Promised Land" deals with the forces of nature and the peoples' pleading to the planet, imploring to understand why nature has wrought such a terrible fate upon the land, and begging for absolution.

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Gnosis

Xenosaga Episode 1: Der Wille zur Macht (2003)

Composed by Yasunori Mitsuda

Arrangement by Rob Garner

“Gnosis” derives from “γνώσις,” a Greek word for “knowledge,” but a knowledge that extends far beyond material existence. In “Xenosaga,” the Gnosis are an ethereal enemy; mere skin contact with them is enough to destroy human life. This song captures the driving relentlessness of the Gnosis, who attack spacefaring humans without cause or warning.

Skyward Symphony

The Legend of Zelda: Skyward Sword (2011)

Composed by Koji Kondo, Hajime Wakai, Shiho Fujii, Mahito Yokota, and Takeshi Hama

Arrangement by Jason Troiano

There is a tale that speaks of a city in the sky. It speaks of a demon king, a goddess, and heroes. It speaks of a time when the world nearly fell to evil. It speaks of a time when a hero stood fast against the flood. It speaks of a journey that became a legend. Follow us on this journey, as we join with Link, Zelda, and Groose to battle evil and save the land of Hyrule.



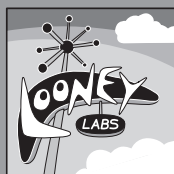
Thank You!

We would like to say thank you to our Super Stars, John O’Meara and David Gieco, for helping the GSO to purchase its tuba.

Donate \$20 to the GSO today
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Congrats to the
Gamer Symphony Orchestra!!

How are we doing?

We love getting feedback from our fans! Please feel free to fill out this form and drop it in the “Treasure Boxes” on your way out.

The GSO is partially funded by the Student Government Association, but most of our operating costs are covered by donations by members and fans. Please consider enclosing a donation with your feedback to help us continue providing our free concerts.

Tax deductible donations can also be made through the “Giving to Maryland” program at the GSO’s website: umd.gamersymphony.org. Checks made out to UMD College Park Foundation (with “Gamer Symphony Orchestra” written on the memo line) qualify as tax deductible charitable gifts!*

*Gifts in support of the University of Maryland are accepted and managed by the University of Maryland College Park Foundation, Inc., an affiliated 501c(3) organization authorized by the Board of Regents. Contributions to the University of Maryland are tax deductible as allowed by law. Please see your tax adviser for details.

How did you hear about the Gamer Symphony Orchestra?

What arrangements would you like to hear from GSO? Do you have other comments about our performance?

Please legibly write down your e-mail address if you would like to receive message about future GSO concerts and events (about three per semester).

Are you a UMCP student interested in joining the GSO? If so, please legibly write your name, email address, and instrument/voice and we’ll be sure to get in touch with you!