

## 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](http://UMD.GamerSymphony.org). Checks made out to UMD College Park Foundation (with "Gamer Symphony Orchestra" in the memo line) qualify as tax deductible charitable gifts!\*

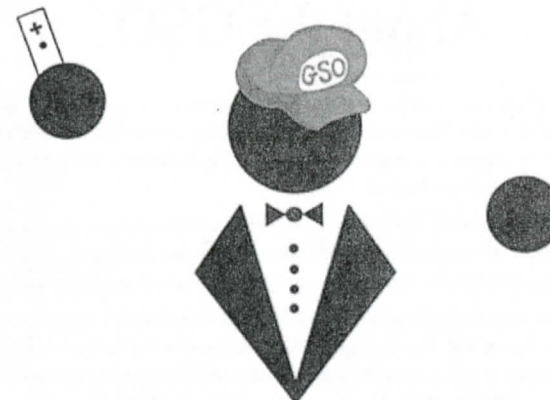
\*Gifts in support of the University of Maryland are accepted and managed by the University of Maryland College Park Foundation, Inc., an affiliated 501c(3) organization authorized by the Board of Regents. Contributions to the University of Maryland are tax deductible as allowed by law. Please see your 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 messages about future GSO concerts and events. (About three e-mails per semester)**

**Are you a UMCP student interested in joining the GSO? If so, please write your name and e-mail address below and we'll be sure to get in touch!**



## Gamer Symphony Orchestra

Spring 2015 Concert  
Saturday, May 2nd, 2015

Dekelboum Concert Hall  
Clarice Smith Performing Arts Center

Kevin Mok, Conductor  
Bryan Doyle, Conductor  
Elizabeth Green, Assistant Conductor  
Daniel Hopkins, Choral Director

## 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 the GSO to achieve that dream. By the time of the ensemble's first public performance in the spring of 2006, its size had quadrupled.

Today, the 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, including the conducting and arranging of the pieces performed.

In February of 2012 the GSO collaborated with Video Games Live!, for their performances at The Strathmore in Bethesda, Md. The National Philharmonic performed the GSO's arrangement of "Korobeiniki" as featured in this evening's concert. In May of 2012 the GSO was invited to perform as part of the Smithsonian Art Museum's "The Art of Video Games" exhibit.

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

Find the GSO online at [UMD.GamerSymphony.org](http://UMD.GamerSymphony.org).

## GSO Officers

**President:** Zoë DiGiorgio  
**Vice-President:** Jasmine Marcelo  
**Treasurer:** Adam Marinelli  
**Secretary:** Tori Buckshaw  
**Conductors:** Kevin Mok  
Bryan Doyle

**Choral Director:** Daniel Hopkins  
**Music Director:** Dakota Sparks  
**Orchestra Manager:** Tatiana Bravo  
**Social Director:** Kellie Tappan  
**Webmaster:** Julia Eng  
**Fundraising Director:** Jesse Halpern  
**Officer-at-Large:** Jon Seibert  
Matthew Chin

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

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

## Chorus Roster

**Soprano**  
Rebecca Brown\*  
Sarah Buchanan  
Tori Buckshaw  
Zoë DiGiorgio\*  
Nicole Grap\*  
Jasmine Marcelo\*  
Nikki Schoenbrun\*  
Shelby Smith

**Alto**  
Nicole Butterworth  
Sarah Caudil  
Suzie DeMeritte  
Jennifer Johnson  
Tess Krimchansky  
Hana Petersen  
Madison Potter  
Michelle Sloan

**Tenor**  
Ben Cha  
Jonathan Hansford  
Daniel Hopkins  
Michael Michalik\*  
Dave Pilachowski  
Marshall Tyers

**Bass**  
Simeon Anfinrud\*  
Scott DeHart  
Chase Frederick\*  
Jesse Halpern  
Luke Johnston  
Adam Marinelli\*  
Ben Phillip  
Jacob Siegel  
Elliott Weinberg  
Rober Zimmerman

\* indicates featured performer

# Orchestra Roster

## Alto Saxophone

Julia Eng  
Zachary Frey  
Kellie Tappan  
Alex Yu

## Tenor Saxophone

William Combs  
Mitchell Kennedy

## Baritone Saxophone

Sean Jones

## Bass Clarinet

Leanne Cetorelli  
Michael Mitchell

## Bass Guitar

Kane Wade

## Bassoon

Douglas Eber  
Elizabeth Green  
Michael Younkin

## Clarinet

Kyle Carruthers  
Felix Lee  
Travis Mudd  
Timothy Spillman  
Ryan Zelinsky

## Contra-Alto Clarinet

Zoe Ladwig

## Piccolo

Jessica Kerns

## Flute

Tatiana Bravo  
Marie Sterba  
Marissa Tonkay  
LeAnne Young

## Horn in F

Nathan Caudill  
Kristian Koeser  
Chun Mun Loke

## Trumpet

Nicholas Arnold-  
Medabalimi  
Ethan Berg  
Sean Jurado  
Joe Kozlowski  
Alex Measday  
Amanda Modica  
Dakota Sparks

## Trombone

Marlin Ballard  
Drew Star

## Tuba

Myles Hill  
Andrew Jones

## Guitar

Brendan Lawler

## Oboe

Elizabeth Lavin  
Griffin Moskowit

## Euphonium

Chris Hawkins  
Ang Li  
Tia Vafeas

## Piano

Eileen Liu  
Kathleen Metz  
Roger Singh

## Percussion

Matthew Chin  
Daniel Ganton  
Patrick Musselman  
Jon Seibert

## Violin I

Zadamarie Alfeche  
Sailunsi Chen  
Kevin Chou  
Jenny Luo  
Liangcheng Tao  
Reed Trevelyan  
Joan Tsai  
Sandy Wan  
Jeffrey Yang  
Emily Yee

## Violin II

Julia Belenky  
Bo Chen  
Austin Feng  
Alexandra Fincannon  
Adrian Kahaner  
Maria Koelbel  
Gladys Ruiz-Malca  
Paola Sola  
David Wang  
Jessica Yau

## Viola

Brooke Groff  
Alana Hamann  
Katie Hergenreder  
Danny Hoffman  
David Pfeiffer

## Cello

Andrea Beaty  
Austin Hope

## Contrabass

Christian Larsen  
Michael Mahoney  
Isabel Martinez

# Concert Program

## Infinite Color

*Mario Kart Series*  
Composers: Various Artists  
Arranger: Matthew Chin

Featuring: Chris Hawkins, Kevin Mok, Drew Star, Marlin Ballard, Matthew Chin, Andrew Jones  
Since 1992, Mario Karters everywhere have feared the unbounded tracks of the iconic Rainbow Roads. Hop aboard the Hype Train as we take you on a vivid journey, encapsulating all 8 Rainbow Road themes and some other colorful songs (while trying not to fall off the map of course.) Watch out for banana peels and shells of red, green, and the dreaded blue. Race you back down to the Earth!!



## Kid Icarus

*Kid Icarus* (1986)  
Composer: Hirokazu Tanaka  
Arranger: A.C. Menes

Skyworld has been plunged into chaos! The evil Goddess Medusa has launched a massive attack, kidnapped the benevolent Goddess Palutena, and turned many brave warriors into stone. It's up to the angelic warrior Pit to save the day and rescue Palutena, ruler of Skyworld. But this will be no easy task for our young hero. The four themes heard in this medley each come from a stage in Kid Icarus. In order to rescue Palutena, Pit must climb out of the treacherous depths of the Underworld, navigate the harsh terrain of the Overworld, ascend the dizzying heights of Skyworld, and lead the attack on Medusa at the Palace in the Sky. To victory!



## Concert Program (cont.)

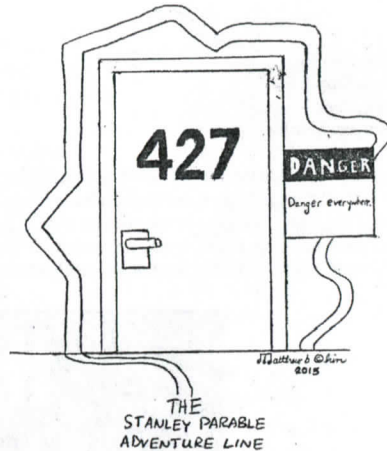
### Stanley's Meddling

*The Stanley Parable (2013)*

Composers: Blake Robinson, Yiannis Ioannides, Christiaan Bakker

Arranger: Matthew Chin

You play as Stanley, who is employee 427 in a big office building. One day, something goes wrong, actually nothing happens, so you have to go adventure and find out what's going on along with the help of the Narrator. At one point in the game, the Narrator employs the services of the Stanley Parable Adventure Line to help you on your merry way. Fortunately, things result in a happy ending.



Art by Matthew Chin

### 200X

*Mega Man (1987)*

Composers: Takashi Tateisi, Maname Mamtsumeo

Arrangers: Jason Troiano, Laura Peregoy

His six robot masters are destroyed, and his fortress lies in ruins. "Forgive me", he cries, "I was wrong to try to conquer the world." With a smile and a nod, our hero grants him his forgiveness and departs to enjoy the newly created peace. He watches him go, and begins to smile. "How naïve", he says as he begins to laugh aloud. "Enjoy it while it lasts, my friend. Next time, the world will be mine and not even you will stop me!" The year is 200X, and mankind is once again threatened by the machinations of Dr. Wily and his robot masters. Is evil destined to triumph, or will Megaman defeat Dr. Wily and restore peace to the world? Join us for the thrilling conclusion!

### Terra's Resolve

*Final Fantasy VI (1994)*

Composer: Nobuo Uematsu

Arranger: Chad Seiter

The theme "Terra" serves both as the main theme of *Final Fantasy VI* and its eponymous heroine. This orchestral arrangement originally appeared in the tribute album, *Final Fantasy VI: Balance and Ruin*, arranged by Chad Seiter. Regarding the piece, Chad says:

"To this day, Uematsu-san's "Terra" has remained one of my favorite themes of all time. I have been enamored with it since I was young. I wanted to musically capture Terra's strife and make sure my homage told her story accurately. I felt I could only do it with an orchestra, so I recorded 'Terra's Resolve' with an absolutely gigantic 120 piece orchestral ensemble."

## Concert Program (cont.)

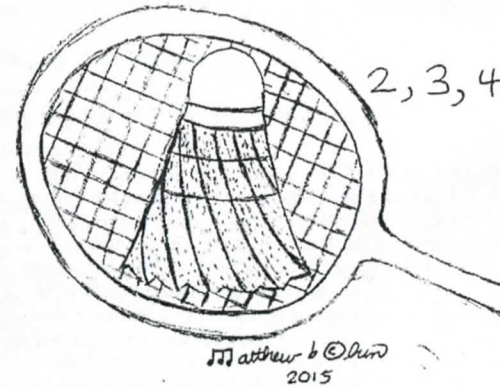
### Air Rally

*Rhythm Heaven Fever (2011)*

Composer: Tsunuku and Masami Yone

Arranger: Simeon Anfinrud

Play along with the GSO in "Air Rally" from *Rhythm Heaven Fever*. *Rhythm Heaven Fever* was a fun rhythm game released for the Wii in 2011. In "Air Rally", the player plays badminton with a cat while flying in planes over the landscape. The cat shouts a series of commands which indicate when to hit the birdie. We've taken this feature of the game and made it an audience interactive song! Chase Frederick will play the role of our cat and it's your job to clap along to the commands! (We've got a cowbell to help you out.)



### Everything's Alright

*To the Moon (2011)*

Composer: Laura Shigihara

To the Moon is a short RPG about two doctors travelling through and changing the memories of a dying man. For reasons the man cannot recall, he feels that he has to go to the moon. To the Moon is a short RPG about two doctors travelling through and changing the memories of a dying man. For reasons the man cannot recall, he feels that he

has to go to the moon. Everything's Alright expresses the feelings of loss and confusion of the dying man and his wife. Why do my words always lose their meaning? But if you're with me, then everything's alright.

### Katamari Groove

*Katamari Damacy (2004)*

Composers: Yu Miyake

Arranger: Greg Cox

Listen to the lyrics in the song! Are they in English or Japanese? Neither, it's Engrish, a hybrid of Japanese and English used by the Prince in the game *Katamari Damacy*. After accidentally destroying all the heavenly bodies in the sky, the King of All the Cosmos sends his son, the Prince, to fix the mess. With a katamari with magical adhesive powers, the Prince rolls over all kinds of things to make the katamari grow large enough to replace the planets. Want to "play along" while you listen? See how many English words you recognize.

## Concert Program (cont.)

### Coronation/Baba Yetu

*Civilization IV (2005)*

Composer: Christopher Tin

Arranger: Alex Song

Composed by Christopher Tin in 2005, Baba Yetu has been performed and praised in venues such as the Kennedy Center, the Royal Festival Hall, and the Hollywood Bowl. It was performed at the New Year's Concert of the sixty-seventh session of the United Nations General Assembly. It was nominated for "Best Instrumental Arrangement Accompanying Vocalist" category for the 53rd Annual Grammy Awards, making it the first theme from a video game to be nominated for a Grammy. Baba Yetu represents the *Civilization* series well, with its sweeping, emotional melodies and powerful Swahili lyrics.

### Clock Town

*The Legend of Zelda: Majora's Mask (2000,2015)*

Composer: Koji Kondo

The Legend of Zelda: Majora's Mask, the dark and twisted sequel to The Legend of Zelda: Ocarina of Time, is probably one of the most unique games in the series. You play as Link, a hero determined to save the land of Termina from an eminent doom: the moon will fall in three days and end the world. Despite the doom and gloom, Link has the ocarina of time to go back to the beginning of the three days as much as he needs to stop this apocalypse. Among some of the creepiest and saddest music themes in the series, Clock Town stands out

as one of the happiest tunes found in the game. However, it's your reminder of all the love and life you are fighting to save as you travel through time. Although this emotional and memorable game was released in the N64 in 2000, we hope Clock Town will be a great reminder of all the great times had in the game, and we celebrate its recent remake on the Nintendo 3ds.



## Concert Program (cont.)

### Reset the Credits

*Ōkami (2006)*

Composer: Masami Ueda

Arranger: Matthew Chin

Featuring: Nicole Grap, Rebecca Brown, David Wang

The goddess of the sun, Amaterasu, travels around Nippon (Japan from folklore) with help from other gods and goddesses to restore the Guardian Saplings, sacred trees that have been cursed by the evil Orochi, an 8-headed demonic serpent. This choral arrangement of the 'Thank You' version of the credits features 3 soloists who encapsulate a love story between a man and a woman that has since passed. The 2 female soloists represent the woman's current self and her distant past self and the male soloist represents the man's distant past self. In the end, they are separated and neither of them knows where the other is, but they mutually desire to reset their sadness.

### Metroid Prime Medley

*Metroid Prime (2002)*

Composers: Kenji Yamamoto, Kouichi Kyuuma

Arranger: Michael Wellen

Pirates, monsters, and ghosts, oh my! Join bounty hunter Samus Aran as she explores the mysteries of Talon IV and experiences the oppressive heat of Magmoor Caverns, the windswept beauty of the Phendrana Drifts, the submerged depths of the Crashed Space Frigate, and the violent fury of a Talon Storm.



### Aerith's Theme

*Final Fantasy VII (1997)*

Art by Sailunsi Chen

Composer: Nobuo Uematsu

Arranger: Shirou Hamaguchi

*Final Fantasy VII* and its music have left their legacy in the video game world by touching the emotions of those who have played the game and its spinoffs, as well as those who watched the film, *Final Fantasy VII: Advent Children*. This version of Aerith's Theme from the film condenses the orchestral piece into a piano solo, and still stirs the hearts of those who listen to it.



# Concert Program (cont.)

## Symphony for the Hero of Time

*The Legend of Zelda Series (1986-2015)*

Composer: Koji Kondo

Arranger: Douglas Eber

Long ago, there was a prophecy.

This prophecy told of a small child who would throw down the evil king who reigned for generations using an ancient and forbidden power. His journey would not be easy, and it would be fraught with danger.

He would meet valuable friends, and make dangerous enemies, but would retrieve the Blade of Evil's Bane from its ancient temple.

Using its power, he would defeat its guardian and meet a powerful ally who holds the key to defeating the Gerudo King.

He then would brave the King's Fortress, fighting through waves and waves of minions, before meeting the King in battle and defeating him. But the King can never be truly defeated, for the cycle will continue, no matter what actions are taken.

The King will always return, and a hero will always rise to vanquish him.

Such is the Prophecy of the Triforce.

This is its story.

Movement One opens with the ever-nostalgic Great Deku Tree, guardian of the forest, who explains this prophecy in his booming baritone and soaring tenor. He then presents the first trial to the chosen Hero: retrieve the Blade of Evil's Bane from within the ancient castle, long lost to time. While retrieving this blade, our Hero meets Skull Kid, a lost soul of a past hero who lost his way. He attempts to prevent the Hero from retrieving the blade, but is defeated in a cutscene, so we may never know who was more powerful. The Hero finally sets his hands on the Master Sword....

...only to find out that it was guarded by a horror, the old king who locked himself within the foundations of the castle to never let the Master Sword slip from his grasp! The pair battle fiercely, with the Master Sword's +350 damage buff assisting greatly in the tumult. Just as the two clash swords for the final time, the Master Sword cuts clean through the king's defender and plunges into his breast, breaking the necromantic spell that had kept him alive/undead/whatever for so

long. The king gives our Hero one final piece of advice: seek out Lana, the white sorceress, who knows the weakness of the Gerudo King. But of course, she's trapped within his fortress. I mean, it wouldn't be a video game otherwise, right?

Our hero sets out to the Gerudo King's fortress, a stone tower full of female pirates with the king waiting, traditionally at the top. As the hero climbs to rescue Lana, the corruption of the king becomes much more overt, and the Hero rushes in to save Lana from the clutches of Ganondorf. After an amazing swordfight with much clashing, sword dancing, and fishing rod waggling, the Master Sword finds a home within the chest of the King, given Lana's directions and constant shouts of "LOOK!" and "WATCH OUT!"

And they all live happily ever after. Except Ganondorf. (no really, that's what the fourth movement is. it's also my love letter to Twilight Princess, the game that helped me to love video games)



Art by Marissa Tonkay



# 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, University of California-Los Angeles, the University of Delaware, and West Chester 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 their academic counterparts. 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 points of contact below.

WMGSO: [metrogso@gmail.com](mailto:metrogso@gmail.com)

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

Baltimore GSO: [info@baltimoregso.org](mailto:info@baltimoregso.org)

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**Interested in forming your own GSO? Contact [umd@gamersymphony.org](mailto:umd@gamersymphony.org) for more info!**