

## How are we doing?

We love getting feedback from our fans and supporters! Please feel free to fill out this form and drop it in the Question Box on your way out after the concert, or email us at [umd@gamersymphony.org](mailto:umd@gamersymphony.org).

The GSO is partially funded by the Student Government Association (SGA), but much of our operating costs are donated to us by members and supporters. Please consider enclosing a donation with your feedback to help us continue providing our completely free concerts. Donations can also be made through the Student Affairs office program, located at our website, [umd.gamersymphony.org](http://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!\*

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**How did you hear about the Gamer Symphony Orchestra?**

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

**Please write down your email address if you would like to receive messages about future GSO concerts and events. Please print legibly!**

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## The Gamer Symphony Orchestra

at the University of Maryland

[umd.gamersymphony.org](http://umd.gamersymphony.org)



Spring 2016 Concert

Saturday, May 7th, 2016, 1:30 PM

Dekelboum Concert Hall

Clarice Smith Performing Arts Center

Elizabeth Green, Conductress

Leanne Cetorelli, Conductress

## *About the Gamer Symphony Orchestra*

In the Fall of 2005, student violist Michelle Eng sought to create an orchestral group that played the music of video games. 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 Spring 2006, its size had quadrupled.

Today, the GSO provides a musical and social outlet to 108 members. It is the world's first college-level 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 May 2012 and 2015, as a part of the Art of Video Games Exhibit, the GSO performed at the American Art Museum in Washington, D.C. Here, the GSO performed video game music to a packed performance hall in the central atrium.

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

The UMGSO has also fostered the creation of many more video game orchestras around the country, including the Washington Metropolitan GSO, the Magruder High School GSO, the Damascus High School GSO, the Baltimore GSO, the 8-Bit Orchestra, the Ithaca College GSO, PXL8, the Video Game Orchestra, G.A.M.E., the Seattle Video Game Orchestra & Choir, the Reno Video Game Symphony, the CSUN GSO, and the Game Music Ensemble at UCLA.

### **The Accursed Land**

Composed by Kow Otani

*Shadow of the Colossus (2005)*

Arranged by Douglas Eber

Featuring Dakota Sparks, LeAnne Young, Douglas Eber

You are Wander, a dude who's trying to rescue a girl from a cursed fate. Yeah, we all know it: generic story is generic. The REAL appeal of *Shadow of the Colossus*, and its main selling point, is in the amazing and fantastic boss fights. And what boss fight is complete without some epic music? *Shadow's* score features a wide variety of moods, from the manic desperation of hanging onto an eagle in flight to the onerous climb to and up a mountain of a Magi. Enjoy this trip through *Shadow of the Colossus's* boss battles!



## **Sonicquarium**

Composed by Masato Nakamura  
*Sonic the Hedgehog (1991)*  
Arranged by Matthew Chin  
Featuring Marie Sterba, Felix Lee

Sonicquarium was originally arranged by The Cynic Project and published on OverClocked ReMix in 2013. I was inspired by this serene and mellow tune and decided to make my own arrangement of this remix to celebrate the 25<sup>th</sup> anniversary of *Sonic the Hedgehog*. By incorporating different instrument voices and backing harmonies, I adapted The Cynic Project's remix to better suit the GSO and further bring out the fun-loving atmosphere of Green Hill Zone. The years go by so fast, don't they?

## **To Zanarkand**

Composed by Nobuo Uematsu  
*Final Fantasy X (2001)*  
Arranged by Marshall Tyres  
Featuring Marshall Tyres

"To Zanarkand" was composed by Nobuo Uematsu and is both the opening and main theme to Final Fantasy X. More than that, though, I find it to be one of the most beautiful, haunting, and memorable pieces of music to come out of the franchise. It manages to capture and convey some of the major themes of the game; loss, love, camaraderie, and the cyclical nature of time, all in about four minutes.



## *GSO*Officers

*President:* Douglas Eber

*GSO Founder:* Michelle Eng

*Vice President:* Dakota Sparks

*Logo Design:* Zada Alfeche

*Treasurer:* Jesse Halpern

*Secretary:* Tatiana Bravo

*Music Director:* Ben Ames

*Choral Directors:* Marshall Tyres  
and Jonathan Hansford

*Conductress:* Elizabeth Green

*Conductress:* Leanne Cetorelli

*Officers-at-Large:* Chase  
Frederick and Dave Pilachowski

*PR Director:* Marissa Tonkay

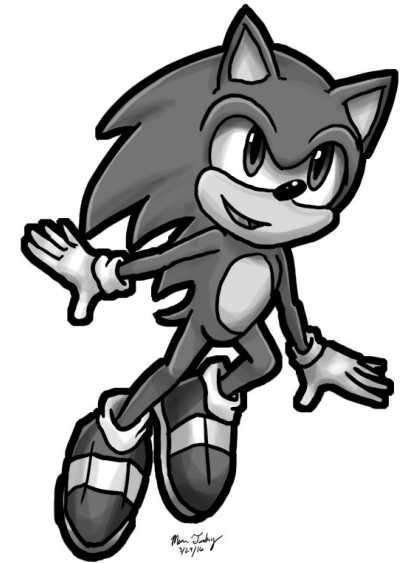
*Fundraising Director:* Ben Philip

*Social Director:* Kellie Tappan

*Program Layout:* Ben Ames

*Webmaster:* Austin Hope

*Program Art by:* Marissa  
Tonkay, Jonathan Yang,  
Daniel Bae, Isabel Martinez



# Gamer Symphony Orchestra Roster

<b><u>Violin I</u></b>	<b><u>Piccolo</u></b>	<b><u>Tenor Saxophone</u></b>	<b><u>Tuba</u></b>
Sailunsi Chen * **	Katie Faulkner	William Combs *	Ben Ames *
Jeffery Yang	<b><u>Flute</u></b>	Alex Acuna	Andrew Jones
Reed Trevelyan	LeAnne Young	<b><u>Bari Saxophone</u></b>	<b><u>Piano</u></b>
Liangcheng Tao	Tatiana Bravo *	Sean Jones	Katie Metz
Zadamarie Alfeche	Marie Sterba	<b><u>Trumpet</u></b>	Eileen Liu
Joan Tsai	Marissa Tonkay	Dakota Sparks *	Roger Singh *
Benjamin Sela	<b><u>Clarinet</u></b>	Ethan Berg	<b><u>Guitar</u></b>
<b><u>Violin II</u></b>	Felix Lee *	Alex Measday	Daniel Bae *
Allison Grabowski *	Kyle Carruthers	Amanda Modica	Brenden Caffey
Gladys Ruiz-Malca	Travis Mudd	Sean Jurado	Brendan Lawler
Bo Chen	Timothy Spillman	<b><u>French Horn</u></b>	<b><u>Electric Bass</u></b>
Arden Qiu	Ariel Lai	Lea Humphreys	Julius Verzosa
Paola Sola	<b><u>Bass Clarinet</u></b>	Ivan Reimers	<b><u>Percussion</u></b>
Erin Estes	AJ Layton	Chun Mun Loke	Matthew Chin
Vivian Belenky	Michael Mitchell	Nathan Caudill *	Patrick Musselmann
<b><u>Viola</u></b>	Austin Hom	Kristian Koeser	Charlotte Racioppo
Brooke Groff	<b><u>Oboe</u></b>	<b><u>Trombone</u></b>	Jon Seibert *
Danny Hoffman	Griffin Moskowitz	Tom Fowler	
Beth Riege	Kristi Engel	Andrew Simon	
Alanna Hamann	<b><u>Bassoon</u></b>	Patrick Dwyer	
Andrew Lazara	Douglas Eber *	<b><u>Euphonium</u></b>	
<b><u>Cello</u></b>	Tim Barry	Matthew Heide	
Austin Hope *	<b><u>Alto Saxophone</u></b>	<b><u>Contra Alto Clarinet</u></b>	
Charles Yang	Robbie Stevenson	Daniel Xing	
<b><u>Contrabass</u></b>	Devin Brown	Zoe Ladwig	
Isabel Martinez	Alex Yu		
	Kellie Tappan		

\*\* concertmistress

\* section leader

## Smiles and Tears

Composed by Keiichi Suzuki, Hirokazu Tanaka  
*Earthbound (1995)*

Arranged by Chase Frederick

Featuring Nikki Schoenbrun, Douglas Eber

“On my business card, I am a corporate president. In my mind, I am a game developer. But in my heart, I am a gamer.”

Satoru Iwata (1959-2015)

Satoru Iwata began his career as the first programmer at HAL Laboratory, but over time, through a series of programming and business achievements, he eventually became the President of Nintendo. A gamer running the company most associated with gaming.

Throughout his career, he was an integral part of many beloved games, from *Kirby* to *Super Smash Bros.* to *Pokémon*. Another of those beloved games was *EarthBound*, a game starring the young boy Ness as he sets off on a journey with his friends to save the world from aliens. *EarthBound* is an adventure that blurs the line between frivolous light hearted adventure and dark, surreal and mature themes.

Satoru Iwata passed away on July 11, 2015 due to bile duct cancer, and the GSO chorus would like to perform the final song of *EarthBound*, Smiles and Tears, in memoriam of this corporate president, game developer and most of all, this gamer.

From one gamer to another, we miss you, Satoru Iwata. We may never understand.



## **Piano Jam**

Composed by Ronald Jenkees

*Before the Echo (2011)*

Featuring Katie Metz

Before the Echo is a unique rhythm-RPG hybrid from indie developer Iridium Studios. The object is to play to the beat to attack and defend against monsters and opponents, as the main protagonist Ky attempts to fight his way out of a mysterious tower with help from a friendly but cagey guide. "Piano Jam," with unpredictably quick starts and changing tempos, leaves little room for error as Ky faces off against the final boss standing between him and freedom.

## **A Simple Melody Done Cleanly**

Composed by Yoko Shimomura

*Kingdom Hearts (2002)*

Arranged by Matthew Chin

Featuring Nikki Schoenbrun, Nicole Grap, Jasmine Marcelo, Daniel Bae, Matthew Chin

You play as Sora, a young boy who yearns to leave his small island home and travel to different worlds. He discovers that he is the bearer of a mysterious weapon known as the Keyblade, which has the power to seal darkness. With his Keyblade in hand and his two new friends Donald and Goofy by his side, Sora explores Disney-themed worlds while protecting its inhabitants from darkness and saving the hearts of kidnapped princesses. Simple and Clean and Hikari are the main themes for Kingdom Hearts in the English and Japanese versions respectively. The GSO has performed an orchestral arrangement of Hikari in past concerts, so we decided to put our own spin on these classic sources by bringing in a combination of the English and Japanese lyrics. We hope you enjoy!

## *Chorus Roster*

### Soprano

Sarah Buchanan

Nicole Grap \*

Jasmine Hawkins

Nikki Schoenbrun

Shelby Smith

### Alto

Suzie DeMeritte \*

Emma Holmes

Wing-Mei Ko

Anna Kraft

Katherine Okada

Michelle Sloan

Aki Stephens

### Tenor

Jonathan Hansford

Ryan Hunter

Luke Johnson

Jose Lamas

Michael Michalik

David Pilachowski

Ben Shapiro

Marshall Tyres

### Bass

Charles Fleming

Chase Frederick \*

Jesse Halpern

Sean Maguire

Ben Philip

Elliot Weinberg

## *Emeritus Members*

### Name

Michelle Eng

Greg Cox

Peter Fontana

Rob Garner

Chris Apple

Kira Levitzky

Alexander Ryan

Kyle Jamolin

Kevin Mok

Joel Guttman

Jasmine Marcelo

### Position

Founder and President, 2005-2007

Conductor, 2006-2009

Conductor, 2010-2011

President, 2008-2011

Music Director, 2007-2010

Conductor, 2009-2013

President, 2012-2013

Choral Conductor, 2012-2014

Conductor, 2013-2015

President, 2013-2014

Vice President, Choral Conductor 2014-2015



## *Concert Program*

### **The Sun Rises**

Composed by Rei Kondo

*Okami (2006)*

Arranged by and featuring Gregory Orosz and Analilia Fierro of the Baltimore Gamer Symphony Orchestra

This epic theme was played during the final form of the final boss from *Okami* and exemplifies the main characters determination to lift the darkness plaguing her land with the prayers from her people giving her the power to triumph over that darkness. This arrangement is based on the *Okami* piano collections arrangement, re-adapted for flute and piano.

### **Final Fantasy Prologue**

Composed by Nobuo Uematsu

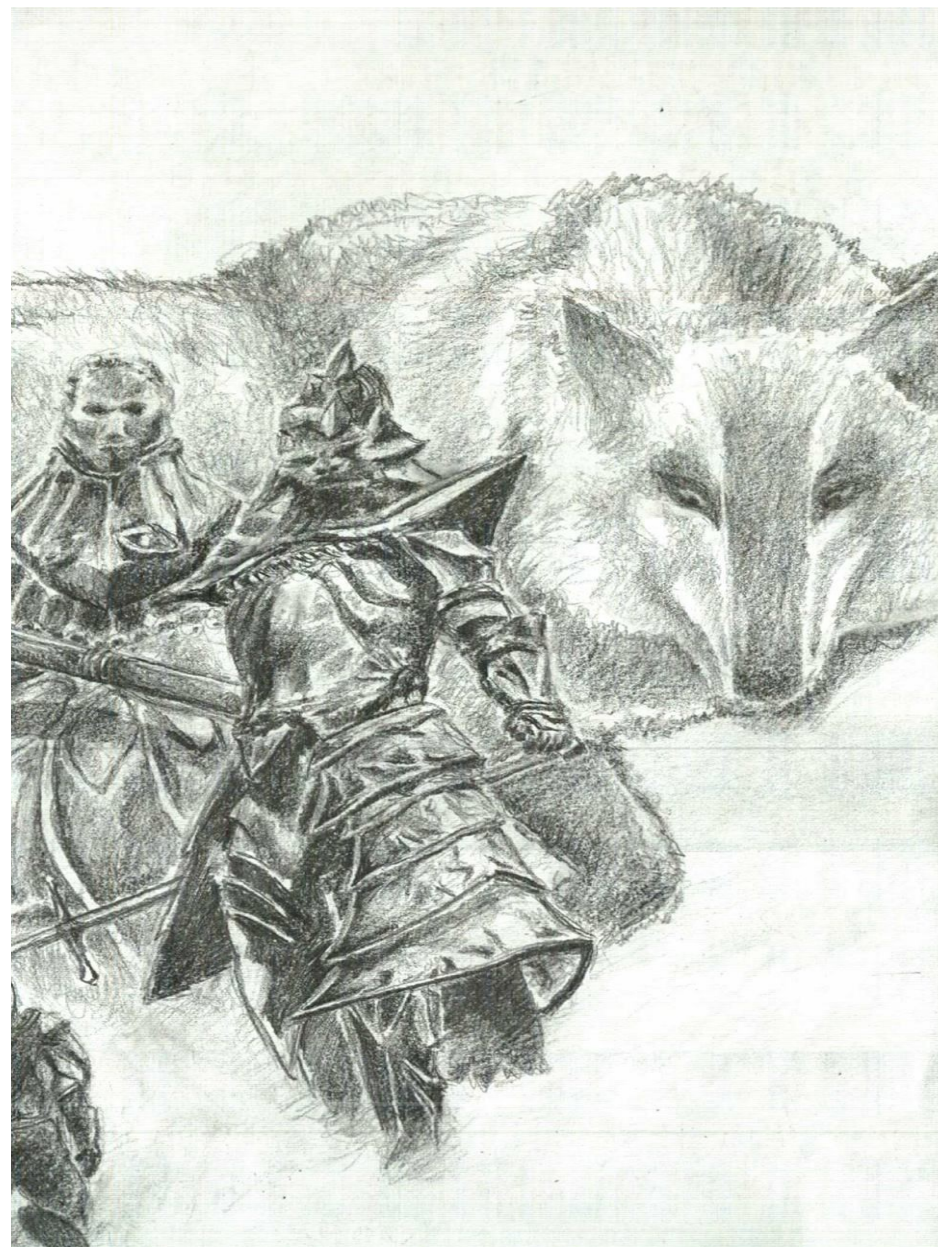
*Final Fantasy IV (1991)*

Arranged by Will Buck, Rob Garner

Featuring Douglas Eber, Dakota Sparks, Brooke Groff

Released for the SNES in 1991, *Final Fantasy IV* follows the story of the dark knight Cecil as he attempts to stop the sorcerer Golbez from collecting powerful crystals to destroy their world. Character-driven and expansive, the universe of *Final Fantasy IV* is rich with themes of good versus evil and the grey area in between.

To commemorate the UMGSO's 10th anniversary, we are performing an updated version of our arrangement of the prologue of *Final Fantasy IV*. Performed in 2006 and again in 2011, this triumphant theme features bassoon, flugelhorn, and viola solos, to honor our founding members who helped bring us to where we are today.



**Knight Artorias, The Great Grey Wolf Sif, Executioner Smough, Dragonslayer Ornstein, and the Chosen Undead  
By Daniel Bae (*Dark Souls*)**



### **Hero March**

Composed by Hiroshi Yamaguchi, Akira Takizawa, Hitomi Kurokawa, Norihiko Hibino, Masato Kouda, Rei Kondoh  
*The Wonderful 101 (2013)*

Arranged by Simeon Anfinrud

Featuring Dave Pilachowski, Ryan Hunter, Mickey Michalik, Jasmine Hawkins

Earth is under attack by alien terrorists! It's up to the Wonderful Ones, 101 superheroes working together to save the planet. Through the use of Unite Morphing, these grandiose paragons of excellence have the ability to temporarily combine into large constructs, such as swords, bridges, or fists. Their flair and charisma are transposed to this arrangement of the game's theme song, featuring a fast paced and exciting march that will have you dancing in your seat.

### **The Kindled of Lordran**

Composed by Motoi Sakuraba  
*Dark Souls (2011)*

Arranged by Douglas Eber

Featuring Jose Lamas, LeAnne Young

Imagine the most frustrating thing you have ever done. How long was it for? If your answer is not "about 50 hours," you haven't played Dark Souls. The game taxes reflexes and constantly tests patience, with challenging combat inside an insanely well-developed world and story. I could try to explain it in this description, but honestly there's not enough space in this entire program to go through it. The most frustrating and difficult aspect of Dark Souls is the Bonewheel Skeletons, but the SECOND most is definitely the bosses, each being unique and interesting in their own right. I hope you come to understand a bit of that frustration through this piece, as in Dark Souls, nothing is ever finished, nothing ever ends, and everyone. gives. up.

### **Mirror B's Theme**

Composed by Tsukasa Tawada

*Pokémon XD: Gale of Darkness (2005)*

Arranged by Alex Yu

Featuring Jesse Halpern, William Combs, Alex Yu, Jon Seibert

Mirror B, Cipher admin, wanderer, and master of dance, is an antagonist from the Pokémon Colosseum and XD Gale of Darkness games. With a bold and flamboyant personality and an equally bold design inspired by Michael Jackson, Mirror B boasts one of the most unique, memorable, and disco themes found in any Pokémon game. Mirror B's pièce de résistance will surely be a groove to remember!



### **Dancing Mad**

Composed by Nobuo

Uematsu

*Final Fantasy VI (1994)*

Arranged by Alexander  
Ryan

Featuring Daniel Bae



In the world of Final Fantasy VI, the imperial dictatorship of Emperor Gestahl is challenged by a group of rebels, featuring iconic characters such as Terra, Celes, Edgar, and Setzer. The acting court mage and first Magitek prototype, Kefka Palazzo conspires behind closed doors for his own benefit. Maniacal, short tempered, destructive, and psychopathic, Kefka hides his true intentions behind the lighthearted, jester-like façade he wears so well. As Gestahl's right hand man, Kefka was gifted magical powers, but shattered his sanity as a result. He later uses his powers to kill Gestahl and plunge the world into darkness under his iron fist. It's up to Terra's band of rebels to stop him in his now God-like form.

Dancing Mad is the collection of the battle themes while fighting Kefka. These four phases expertly encapsulate the virulence and instability of Kefka. Featuring a haunting overture, an uneasy, lilting march, an intense and aggressive rock-like melody, and a somber, evocative ballad, Dancing Mad sits as one of the UMGSO's most powerful arrangements and will finish the first half of our concert today.

*15 Minute Intermission*