

THE GAMER SYMPHONY ORCHESTRA

at the University of Maryland



Spring 2019 Concert
Saturday, May 4, 2019
Sunday, May 5, 2019
12:30 PM

Dekelboun Concert Hall
Clarice Smith Performing Arts Center

Matthew Evanusa, Conductor
Samuel Harley, Conductor
umd@gamersymphony.org

About the Gamer Symphony Orchestra

In Fall 2005, student violist Michelle Eng sought to create an orchestral group that played the music of video games. With a half-dozen others who shared a love of video game music, she founded the Gamer Symphony Orchestra to achieve that dream. By the ensemble's first public performance in Spring 2006, its size had quadrupled.

Today, the Gamer Symphony Orchestra provides a musical and social outlet to 130+ 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 addition to semesterly concerts at the University of Maryland campus, the GSO has performed in a number of special concerts throughout the years. In February 2011, the GSO's arrangement of "Korobeiniki" from Tetris was performed in collaboration with Video Games Live and the National Philharmonic to two sold-out houses at the Strathmore in Bethesda, MD. 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. in the central atrium. Most recently, in March 2018, the GSO performed on the Millennium Stage of the Kennedy Center in a concert titled "From Bits to Brass: A Symphonic Adventure Through Video Game Music," as a part of the Kennedy Center's "Direct Current" event. The concert was played to a packed house, and served as a celebration of musical masterpieces across the video game repertoire for gamers, musicians, and enthusiasts alike.

Aside from its concerts, the GSO also holds the charity video game event "Gaming 4 Life" twice a year. All proceeds from this multi-hour long video game tournaments benefit the Children's National Medical Center in Washington, D.C.

The Gamer Symphony Orchestra has also inspired the creation of many more video game orchestras around the country. They include the Washington Metropolitan GSO, who in turn inspired the creation of the Des Moines GSO in Des Moines, IA, the Magruder High School GSO, the Damascus High School GSO, the Baltimore GSO, the 8-Bit Orchestra at the University of Delaware, 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, the Montclair State University GSO, the Norwalk GSO, and the Game Music Ensemble at UCLA.

GSO Officers

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Vice President

Hojin Yoon

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Jason Kuo
Erin Estes

Social Director

Albert Chu

Tech Director

Serena Cho

Officers-At-Large

IJ Wittenberg
Neel Sanghvi

Orchestra Members

**Section Leader*

***Concertmaster*

Violin I	Aminah Yizar	Kevin Zhao	Trumpet	Percussion
Ji Hyuk Bae**			Samuel Allgaier	Joshua Estrada*
Rachel Bittner	Viola	Oboe	James Bates	Philip Gelsinger
Elizabeth Childs	Michelle Chan	Lawrence Guloy	Amanda Modica	Deven Kumar
Emma Denlinger	Ben Lin	Grant Lilly	Eric Stigliano*	Aidan McLoughlin
Nathan Hayes	Bethany Riege*	Eric Villanyi*	Chris Summers	Ethan McNulty
Jim Kong	Molly Schreier			Quinn Morris
Saewon Kwak*	Dorothea Streit	Clarinet	French Horn	
John Li	Rebecca Taylor	Jason Berger*	Jackson Emery	Piano
Sami Louguit	Jenna Wollney	Catherine Dang	Cole Molloy	Connor Belman
Garrett Peters		Michael Reed	Sarah Riso	Hannah Hwang
Preston Tong	Cello	Edward Yan	Michael Shultz*	Roger Singh*
	Ben Cho			
Violin II	John Nolan	Contraalto Clarinet	Trombone	Guitar
Nicole Benner	David Singer	Daniel Xing*	Kofi Annor*	Albert Chu
Bo Chen*	Benjamin Wade*		Patrick Dwyer	Victor Eichenwald
Erin Estes	Michael Yang	Bass Clarinet	Erik Melone	Ian Florang*
Esther Martinez Garcia		Austin Hom	Austin Starnes	
Sarah Jackson	Contrabass			Harp
Brian Lin	Marek Mikuta	Alto Saxophone	Euphonium	Kate Minker*
Ellie Litwack		Michael Lum	Jason Campanella	
Anton van de Motter	Flute	Hojin Yoon*		
Matthew Pasquino	Maria Cortes	Jessica Zhang	Tuba	
Arden Qiu	Morgan Grizzle		Sudeep Behera	
Anais Roche	Cassandra Herman*	Tenor Saxophone	Matthew Killian	
Paola Saola	Stephanie Qie	Alexander Acuna		
Peri Smith	Cindy Xie	Matthew Ponce		

Chorus Members

**Section Leader*

***Director*

Soprano	Alto	Tenor	Bass
Isabela Cannon	Caroline Augelli	Matthew Chin	Chris Bollinger
Premvanti Patel	Abigail Ciach	Nicholas DeGraba	Serena Cho
Marghie Santos	Jasmine Dill	Julian Kopelove	Charles Frederick**
Olivia Sharon	Ciara Donegan	Neel Sanghvi*	Jason Kuo
IJ Wittenberg*	Jess Huang*		James Shen
	Abby Kramer		James Via*
	Jessica Tsai**		
	Rachel Wattananungsikajorn		

Emeritus Members

Michelle Eng - Founder,
President, 2005-2007

Greg Cox - Conductor, 2006-2009	Peter Fontana - Conductor, 2010-2011	Rob Garner - President, 2008-2011
Chris Apple - Music Director, 2007-2010	Kira Levitzky - Conductress, 2009-2013	Alexander Ryan - President, 2011-2013
Kyle Jamolin - Choral Director, 2012-2014	Kevin Mok - Conductor, 2013-2015	Joel Guttman - President, 2013-2014
Jasmine Marcelo - Vice President, 2013-2015	Jesse Halpern - Treasurer, 2015-2016	Jonathan Hansford - Choral Director, 2015-2017
Matthew Chin - Music Director, 2016-2017	Austin Hope - Webmaster, 2015-2018	Suzie DeMeritte - Treasurer, 2016-2018
Michael Mitchell - Conductor, 2016-2018	Leanne Cetorelli - Conductress, 2015-2018	Alex Yu - President, 2016-2017

Fountain of Dreams

Super Smash Bros., Melee

Tadashi Ikegami

Arr. Samuel Harley and Eric Villanyi

Ft. Eric Villanyi and Jason Berger

First appearing in *Kirby Super Star* (1996), the theme Gourmet Race has been featured in numerous titles in the Kirby series. The piece quickly became iconic to the franchise and was selected as the main theme of the stage “Fountain of Dreams” in *Super Smash Bros. Melee*, rearranged by Tadashi Ikegami to take on a new, grand tone. Throughout the piece, the melody is constantly passed around the orchestra, providing a vibrant sonority to complement the setting for which it was arranged.



Sarah Jackson

The Peckening

Overcooked

Terry Devine-King

Arr. Jason Kuo

The piece plays as the final boss theme of *Overcooked*. The level requires the player to use all of the skills they’ve acquired throughout the game to feed and satisfy the almighty spaghetti monster, for only then can they save the world from a rather stale fate. With a marcato feel accompanied by intricate string runs and intense chords, the piece brings quite the reckoning to the table.



Hyrule Castle

The Legend of Zelda: Breath of the Wild

Manaka Katoaka

Arr. Austin Hope

Gloomy and militaristic, this version of the Hyrule Castle theme plays as you, the Hero of the Wild, attempt to free the land from the century-long grip of Calamity Ganon. See if you can catch the callbacks to the original Hyrule Castle theme from *A Link to the Past*, Ganon’s Theme from *Ocarina of Time*, and the classic but ominously recast Zelda Main Theme - all while navigating a unique time signature and major-chords with subtle minor tonality. You’ll endure chills and thrills (though, thankfully not kills!) as you make your way to contest Hyrule’s greatest threat yet.

Erin Estes

Don't Starve Together

Don't Starve Together

Vince de Vera and Jason Garner

Arr. James Via

Ft. Ben Lin

This piece is a collection of themes from *Don't Starve* and its multiplayer counterpart *Don't Starve Together*. It captures the journey of the main characters as they make their way in the world. From unknown dangerous creatures, to changing seasons, to starvation and insanity, there are many challenges to your survival. It may seem like there is something that will stop you at every turn, and indeed there is. That tree that you cut to make a fire for the night might just anger the tree spirit and spawn a tree ent that attacks you. You could freeze to death, be attacked by a swarm of bees, or simply forget to make a light at night to keep you safe. This piece takes you through these struggles, along with the day and night cycle, and even the characters deaths, each of which has a unique "voice." Unfortunately, though, we could not replicate the main character's voice, as it has been described as "dropping a synthesizer down a flight of stairs." Should you fall, you'll hear the the "happy" section featured at the end of this piece, serving as a taunting reminder of your failure. Just remember, don't starve!

Victory Tune

Cuphead

Jared Moldenhauer

Arr. Jaden Snavelly and Hojin Yoon

Ft. Alex Acuna, Kofi Annor, Jason Berger, Josh Estrada, Ian Florang, Michael Lum, Matthew Ponce, Daniel Xing, Hojin Yoon, Jessica Zhang

Cuphead is a game heavily inspired by the cartoons and comedy in the 1930's. It features classic run-and-gun gameplay with an intense focus on beating up big baddies in order to repay a debt to the biggest baddie of all, the Devil himself. These baddies are no slouch, though, each one boasting its own unique art design, gameplay challenges, and even personalities. Whether it be fighting the vegetous Root Pack or the perilous Phantom Express, you'll find an appropriately victorious tune waiting for you. This ye-olde Victory Tune plays every time you succeed in doing defeating these bosses. Join Cuphead, Mugman, and **Sax Appeal** as they celebrate overcoming all the challenges this game, and life, may throw our way.

Calamari on the Docks

Super Mario Sunshine

Koji Kondo and Shinobu Tanaka

Arr. Nicholas DeGraba

Ft. Joshua Estrada, Ian Florang

The first two levels to explore in *Super Mario Sunshine* are Bianco Hills and Ricco Harbor. Bianco Hills features small towns and a lake brimming with explorative potential, while Ricco Harbor immerses the player in a bustling water-side town, filled with ships and sewers to explore. This piece brings the best music of those areas into a lively mashup. Collect the red coins of the lake, vault high with thin tigtropes, scale scaffolding and machinery in the harbor, and even battle a giant squid! All of this and more with this island groove that's sure to bring you feelings of nostalgia and fun.

Sunshine Secret

Super Mario Sunshine

Koji Kondo and Shinobu Tanaka

Arr. Nicholas DeGraba

In *Super Mario Sunshine*, there are “secret” courses “hidden” within the world’s various levels. This tune is a remix of the main theme from the *Super Mario* franchise featuring vocals and percussion. It plays as you attempt to navigate the infamously difficult and complicated platforming sequences without the assistance of F.L.U.D.D., your good friend and helpful floatation device. If the course is completed, one of the many missing Shine Sprites will be restored. Try not to fall!

Weight of the Soul

MapleStory

Koji Kondo

Arr. Jess Huang

Ft. Michelle Chan, Elizabeth Childs, Charles Frederick, Jess Huang, Ben Lin, Sami Louguit, John Nolan, Neel Sanghvi, Michael Yang

The Monad side story of *MapleStory* centers on a village in the snowy Abrup Basin. After a series of mysterious disappearances within the village, the monsters in Abrup around the basin suddenly became hostile and started terrorizing the region. The Abrup village people are forced to evacuate from a devastating attack on their homes. Having evacuated the now-refugees nominate the player to mediate intra- and inter-village conflicts as they attempt to seek sanctuary in the neighboring villages. The arrangement is in halves. The first is about the weeks-long journey to the closest village. Here the piece is more somber, reflecting on how the villagers must feel as they progress through unknown, dangerous territories with only diminishing food supplies and no almost no security. The second half, though, is at the end of Monad when the player and troupe reach the villages and rally them to fight back against the threat. The piece here becomes jubilant, reforming the somber melody of the first half into one full of hope and promise.

Abzû

Abzû

Austin Wintory

Arr. Eric Villanyi, Choir Arr. Matthew Evanusa

Ft. Eric Villanyi

Abzû is a contemplative and breathtaking game about appreciating the beauty of the world’s oceans and underwater wildlife. The simple elegance of the soundtrack matches the ethereal quality of the game. This medley of the game’s music incorporates what may be considered the main theme “To Know, Water” as well as the blue whale theme “Balaenoptera Musculus.” Featuring solo oboe, the piece begins with the theme “To Know, Water” played by the oboe before going through variations, each featuring differering tones. After an interlude featuring oboe, flute, and pizzicato strings, the blue whale theme appears on oboe before being heard in the violins and flutes. After the climax of the blue whale theme, the piece concludes with soft, bittersweet strings and oboe.



IJ Wittenberg

Liberi Fatali (Materia Mix)

Final Fantasy VIII

Nobuo Uemastu - Lyrics by Kazushige Nokima and Taro Yamashita

Arr. Matthew Chin and Marc Papeghin

“Liberi Fatali” is one of the two main themes of *Final Fantasy VIII*, playing during the opening cinematic of the game. This arrangement is structured off of “Liberi Fatali 2016” from Materia Collective’s album, “SUCCESSOR,” arranged by Marc Papeghin. It starts off with an original intro inspired by the motifs of the composition. It then seamlessly transitions into a full powerful symphonic rock rendition of the source, bringing grandeur, solemn quieter moments, and the intensity of an epic battle from *Final Fantasy VIII*.

— — — **INTERMISSION** — — —

Dusk Falls

Fire Emblem Fates

Hiroki Morishita, Takeru Kanazaki, Yashuhisa Baba, Rei Kondoh, and Masato Kouda

Arr. Kofi Annor

Ft. Hojin Yoon

A great war looms over two rival kingdoms Hoshido and Nohr, and soon the kingdoms meet on the battlefield with you at the center of their age-old conflict. Being born to the Hoshido royal family but raised by Nohr royalty, conflict plagues your mind. Your birthright family provides the potential to save both nations by ultimately ending the fearsome reign of the corrupt king of Nohr. His darkness knows no bounds, seemingly seeping into and corrupting the very land itself. Siding with Hoshido gives you the power to end this...but do you dare take up conquest against the family that raised you? The great tyrant of Nohr wasn't always that way. He was known to be fair, just, and kind once. You could save him, but only through the power of an heirloom precious and dear to the Hoshido royal family. On both sides, loving brothers and sisters pull you apart, crying for you to come back to the family that loves you more. Do you side with the your birthright family, potentially ending the reign of the tyrant king, or do you take conquest with the family that raised you, potentially saving the tyrant king from the darkness enveloping his soul? This conflict is reflected in this rendition of "Dusk Falls" as you are forced to finally make your decision once and for all. Or, perhaps, will you find another path entirely? Though two clear paths have been laid bare in front of you, but never in life has it been so straightforward. Perhaps, with certain revelations, a new fate will be opened to you. One forged by you alone.

Rachel Wattanarungsikajorn



Heartache

Undertale

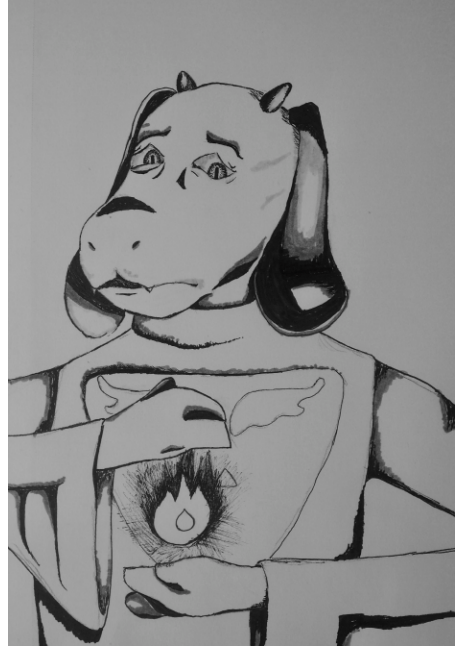
Toby Fox

Arr. Sam Harley

Ft. Jessica Tsai, IJ Wittenberg

The indie-hit *Undertale* follows the player's journey through the Underground, a region under the earth's surface filled with a large variety of monsters that the player must decide whether to kill, spare, or flee from.

As the story begins, the player, a human child, falls into the Underground and is saved by the monster Toriel, a motherly figure who teaches the player how to survive in this strange new world. When it comes time for the player's journey to progress, however, the player is confronted by Toriel and is forced to engage in a battle. This battle features the Heartache theme, and this arrangement of the theme has been slowed down and reworked to more deeply reflect the complex pain of the protagonist. They must grapple with whether or not to spare the one figure they have come to trust in the world.



Journey

Destiny 2

Michael Salvatori

Arr. Tom Zong

Ft. Ji Hyuk Bae, Michelle Chan, Bo Chen, Marek Mikuta, Michael Yang

IJ Wittenberg

“Journey” encompasses arguably the most iconic moment of *Destiny 2*. It plays while you—the Guardian—find your way back to civilization with resilience after losing your Light—the source of your powers. This moving piece shines forth and expresses the wide range of emotions throughout this sequence: a shift from subtle sorrow and hopelessness to determination and newfound courage.

Face My Fears

Kingdom Hearts 3

Hikaru Utada

Arr. Rachel Wattanarungsikajorn

Ft. Matthew Chin, Nicholas DeGraba, Ciara Donegan, Charles Frederick, Jess Huang, Neel Sanghvi, Rachel Wattanarungsikajorn, IJ Wittenberg

Featured in the new installment of the dearly beloved *Kingdom Hearts* series, “Face My Fears” is a collaboration between Utada Hikaru and Skrillex, whose name is even a *Kingdom Hearts* reference to the Organization XIII members. The song was written in the same key as previous themes in the series, making it the perfect opportunity to reference them in this acapella piece. Try to see how many references you can find!



Michelle Chan

Serah's Theme: Wish and Memory

Final Fantasy XIII-2

Masashi Hamauzu - Lyrics by Motomu Toriyama
and Frances Maya

Arr. Sami Louguit

Ft. Rachel Wattanarungsikajorn

The three main characters of *FF-XIII-2* are Noel Kreiss, Claire Farron (alias “Lightning”), and her sister Serah Farron. Frequently finding herself at the center of many tragic events, Serah is scarred by past experiences. Her quiet exterior hides a gentle, but resilient and dependable core. She sets off on a journey through time itself to find her sister Lightning - a journey that would become intertwined with the fate of her world. In her memory,

we wish to present to you her theme, along with ones complimentary to her adventures. “Wish” is the main theme of *FF-XIII-2*. It is featured musically in all three character themes, though its leitmotif is most homologous to Serah’s “Memory” theme. This piece exhibits an excellent blend of the two, highlighting their complementary nature. As in the style of Masashi Hamauzu, the original composer, the piece’s elegant orchestration and lush harmonies envelop the listener in loving sentiment and warmth.

May Heaven Grant You Fortune

Tower of Heaven

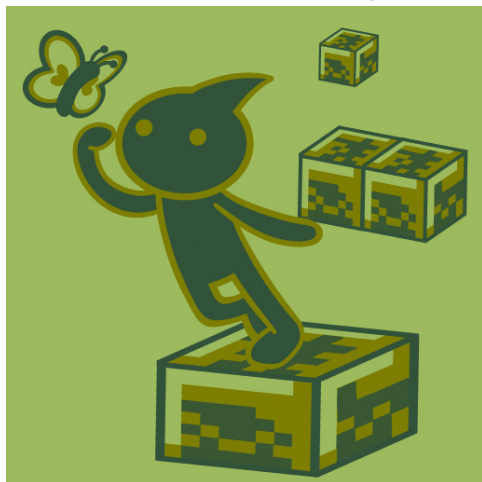
flashygoodness

Arr. Charles Frederick

Ft. Connor Belman

“I saw the traveler make his way toward the monolith,
That thin gash amidst the clouds;
An open seam between heaven and earth that eluded the Eye of God.
Or perhaps it had not; perhaps it beckoned from one realm
To the other, wedded And ruled as one;
For look how clean it splits the horizon
‘twain, absorbs it,
Makes it Strange,
An indomitable beam,
A tower of heaven.”
— Journal of an unknown traveller

Sarah Jackson





Song of the Ancients

NieR Gestalt/RepliCant, NieR Automata

Keiichi Okabe

Arr. Sami Louguit

Ft. Ciara Donegan, Jess Huang

Jessica Zhang

and the urge to ATONE for their sins. The lyrics of this music are in “Chaos”: a lexically-meaningless made-up language constructed by lyricist Emi Evans for the OSTs which is an amalgamation of many modern languages (Scots-Gaelic, French, Arabic, English, Japanese, etc.) and ancient and endangered languages (Sanskrit, Latin, Chamicuro, etc.) meant to represent how it would sound if all languages merged together in thousands of years.

SotA feels like a timeless folk song that’s been passed down for generations—but it carries a sorrowful, pathetic tone. It is believed that Devola and Popola are the “ancients” from the old world that humans had once inhabited, and their fascinating story of fate and atonement lives on through this song.

“Song of the Ancients” (SotA) is the theme of Devola (a bard) and Popola (a librarian), twin android models who appear in both games of the *NieR* series. Due to their predecessors’ inability to stop major events leading to the FATE of *NieR Gestalt/RepliCant*, future Devola and Popola models had been hardwired many millennia later in *NieR: Automata* to harbor guilt



Anaïs Roche

Final Fantasy XV Suite

Final Fantasy XV

Nobuo Uematsu

Arr. Matthew Evanusa

Ft. Ji Hyuk Bae, Bo Chen, Bethany Riege, Michael Yang, Jessica Zhang

The fifteenth installment of the long-running series *Final Fantasy* stars Noctis as he travels the Americana countryside alongside his faithful companions in a bid to reclaim his throne from demonic enemies and an evil empire. This piece contains a medley of four themes: “Valse di Fantastica”, the overworld theme, “Stand Your Ground”, the battle theme, “The Niflheim Empire”, the theme of the evil Niflheim Empire, and “Omnis Lacrima”, the theme that plays when you fight an incredible awe-inspiring enemy.



Rachel Wattanarungsikajorn

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Checks made out to the University of Maryland College Park Foundation (with Gamer Symphony Orchestra written on the memo line) and donations made through our website (umd.gamersymphony.org) qualify as tax-deductible charitable gifts!*

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