

THE GAMER SYMPHONY ORCHESTRA

at the University of Maryland



Spring 2023

Small Ensemble Concert

Gildenhorn Recital Hall
Clarice Smith Performing Arts Center

Sunday April 16th, 2023
7:00 PM

umd.gamersymphony.org

Inazuma Miscellany

Genshin Impact

Yu-Peng Chen@HOYO-MiX

Transcribed by ChaconneScott, Jasper Hu, Travis Zhou

Eirena Li

Overcome endless thunderstorms and set foot on the islands of red maple and cherry blossoms. On winding shores and towering cliffs, and in forests and mountains full of secrets, witness the Eternity pursued by Her Excellency, the Almighty Narukami Ogoshō.

In the far east of Teyvat lies the island nation of Inazuma: gorgeous, mystical, and completely isolated from the rest of the world by its reclusive god of lightning, the Raiden Shogun. The original orchestral soundtracks, composed by Yu-Peng Chen, are a stunning synthesis of Western symphonic instruments and traditional Japanese instruments, including the shakuhachi, koto, shamisen, and taiko drums.

This solo piano arrangement of Inazuma's three main motifs was first played for *Genshin Impact's* Inazuma debut live stream. It takes inspiration from classic Japanese folk songs and scales and beautifully weaves them into a Western harmonic context. This piece is a preview for the "Inazuma Medley" that will be performed by our full orchestra during our GSO Main Concert!



Ruddy Road

Paper Mario: Color Splash

Shigemitsu Goto, Fumihiko Isobe, Takeru Kanazaki

Arr. Zack Smith

Ethan Goldberg, Florian Grader-Beck, Jwoyal Ranjit, Braidon Saelens, Zack Smith

After Princess Peach receives a paper Toad drained of color, frozen in horror, folded into an envelope, stamped, postmarked, and mailed from Prism Island, she and Mario set sail to investigate. Upon arrival, they find the island's previously buzzing and vibrant Port Prisma deserted and faded. It's here Mario meets Huey, a talking paint can and guardian of the six (stolen) grand paint stars. The duo sets off to track down the stars and restore color to Prism Island, and their first stop is the rather pleasant Ruddy Road. As our heroes traverse through the seaside path's colorful scenery and lush landscapes, players can hear this chipper tune that calls back to a familiar motif from the beginning of Mario's previous adventures. From *Paper Mario: Color Splash*, please enjoy "Ruddy Road"!

Besaid Island

Final Fantasy X

Masashi Hamauzu

Arr. DanimalCrossing, Brock Ryan

Jonathan Alonzo, Quinn Dang, Matthew Doyle, Marsh Hessler, Erin Lea, Dominic Manzella, Faith Pak, Brock Ryan, Emily Schultz, Daniel Xing

You begin your journey in *Final Fantasy X* by waking up on Besaid Island, an idyllic tropic complete with beaches, forests, and a village, during which this eponymous theme plays. While the original piece features synthesized bells and strings, it has been adapted here for the clarinet choir. The warm, earthy tone of the clarinet captures the same homey feel of the original while maintaining the sense of momentum for the journey to come. With composition by Masashi Hamauzu and adaptation for clarinet choir by Brock Ryan and DanimalCrossing, this is "Besaid Island."



Valse Di Fantastica

Final Fantasy XV

Yoko Shimomura

Arr. Karan Manku

Emily Blake, Minsi Hu, Katriel Kasayan, Ian Wang, Daniel Xing

Final Fantasy XV is a story about many things: four bros in a car, political turmoil, saving the world from eternal night, but, most importantly, the love between childhood friends Noctis and Lunafreya. Their relationship is complicated: as heirs to their respective kingdoms, they shoulder immense burdens far heavier than their own personal desires.

“Valse Di Fantastica” is one of two musical motifs representing Noctis and Lunafreya’s relationship. It plays in many variations throughout the overworld, but only plays in full on the heroes’ journey to Cape Caem, one of the last legs of their journey toward reunion. The waltz’s moving lines and complex ensemble harmonies represent the depth and complexity to Noctis and Lunafreya’s relationship.

Brood War Aria

StarCraft II: Wings of Liberty

Neal Acree, Glenn Stafford

Arr. Sami Louguit, Daniel Xing

Emily Blake, Jaiden Brittain, Gyuseok Kang, Katriel Kasayan, Brock Ryan, Neel Sanghvi, Ian Wang, Daniel Xing

The colony is being overrun. Insect-like Zergs swarm the trenches, taking down Terrans in brutal conquest. Above all the carnage and betrayal hangs the haunting melody of “Brood War Aria.”

The real-time strategy game *StarCraft II* pits three factions– the Terrans, the Zerg, and the Protoss– against one another in a bid for galactic dominance. The Terran Dominion is led by Emperor Arcturus Mengsk, who is willing to sacrifice anything to win. The aria emblemizes *StarCraft II*’s narrative, underscoring the themes of betrayal and guilt that permeate the plott.

This version, composed by Glenn Stafford and Neal Acree, uses Latin lyrics that include the famous Latin phrase “morituri te salutant”: we who are about to die, salute you, again reestablishing the blood and treachery that effuses *StarCraft*. The piece features a vocal baritone and tenor duet and classical chamber string ensemble.

Sylvalum

Xenoblade Chronicles X

Hiroyuki Sawano

Arr. Francesco Berrett

Francesco Berrett, Florian Grader-Beck, Nailah Harris, Taegon Hibbits, Emily Hossom, Minsi Hu, Gyuseok Kang, Isaac Thomas, Ian Wang

In *Xenoblade Chronicles X*, the player controls one of the last surviving humans on the distant planet of Mira. On this alien world is the continent of Sylvalum; permanently covered in snow and littered with the glowing remains of giant robots, it's one of the strangest places in the *Xenoblade* series. It's home to many mysteries, and its grand, emotional theme expresses the wonder and intrigue the player feels as they explore it.

Mirror B's Retro Groove!

Pokémon Colosseum

Tsukasa Tawada

Arr. Blaise Ryan

Jayden Andrews, Maegan Blake, Rayn Carrillo, Colin Eng, Noah Goldberg, Declan Kehlbeck, Peter Kozlov, Dominic Manzella, Adam Martinson, Jwoyal Ranjit, Blaise Ryan, Braidon Saelens, Zack Smith, Davis Xu

Get your toe-tapping shoes on cause it's time for "Mirror B's Retro Groove!" This unforgettable tune is one of many fantastic pieces from *Pokémon Colosseum* on the Nintendo GameCube. This song plays when you fight the one and only Mirror B., your tall, dancing nemesis. The music cranks so hard that even his signature Ludicolo and Sudowoodo can't help dancing along. So strap in your seatbelts and get ready for una canción ~muy caliente~



Intermission!

Dootset Island

The Legend of Zelda: The Wind Waker

Koji Kondo, Toru Minegishi, Kenta Nagata, Hajime Wakai

Arr. Ciara Donegan

Zachary Calcagno, Nicholas DeGraba, Josh Haas, Erin Lea, Dominic Manzella,
Adam Martinson, Garrett Peters, Jwoyal Ranjit, Braidon Saelens

Long ago, the fated Hero of Time vanquished a great evil, sealing it away before vanishing without a trace. After many years, Ganon broke free of his holy shackles and began once again terrorizing Hyrule. When their hero failed to return, desperate people prayed to their gods to save them. The gods answered by flooding the land, leaving only the highest mountaintops as islands in a vast ocean... or at least that's just how the story goes.

Our hero Link awakens on his birthday and is not too happy about being shoved into the tradition of dressing like the ancient hero and learning the sword. This little tune plays in the background of his home area, Outset Island.



1,000 Light Years Away

Slime Rancher

Nick Popovich ft. Chelsea Lee Greenwood

Arr. Ethan Goldberg, Rafa Mondal

Ethan Goldberg, Rafa Mondal

Slime Rancher is a vivid indie game where the player takes on the identity of Beatrix LeBeau, an adventurous Rancher who travels one thousand light-years away from Earth to an alien planet called the Far, Far Range. In this world, the player can explore a lively environment full of a variety of cute and wiggly slimes that can be corralled and farmed for resources. While the player takes in the colorful soundtrack and atmosphere of the game, a subtle yet poignant plot develops between Beatrix and her “special someone” back on Earth, Casey. Their story details the difficulties and pains of long-distance relationships. Casey’s last letter to Beau eventually triggers the game’s credits, where “1,000 Light Years Away” plays. While the original song featured one vocalist, this performance encapsulates the same level of emotion by utilizing two vocal harmonies.

I am the One

Dragon Age Origins

Inon Zur

Arr. Karenna Foley, Sami Lougit

Stephanie Do, Victor Eichenwald, Karenna Foley, Emily Hossom, Katriel Kasayan, Cassandra Meyer, Jason Tang, Ian Wang

The Fifth Blight is over. Following the triumph of the Grey Wardens over the Darkspawn of Thedas, the credits roll on the beautiful dark fantasy adventure RPG *Dragon Age Origins*. As a Grey Warden, you have spent the entirety of the game assembling a team of mages and warriors from across Ferelden to take back your homeland from the demons. One of your principal companions, Leliana, the bard assassin, sings this bittersweet piece at the game’s completion.

Dragon Age Origins is a narrative where your choices matter, and heavily affect the outcome of the game and your relationships. It is possible to complete the game and become a consort to the King, to retire from demon hunting, or even to fall during the final battle in self-sacrifice. Regardless, this melody soars over the credits and epilogue, forever marking you in the history of Thedas as the Hero of Ferelden.

World Bowser

Super Mario 3D World

Yasuaki Iwata, Koji Kondo, Toru Minegishi, Mahito Yokota

Arr. Francesco Berrett

Francesco Berrett, Cassandra Meyer

World Bowser is the final stage in *Super Mario 3D World*. Floating high above the rest of the map, the level is filled with colorful neon lights, flashing dance floors and is accompanied by a banging, jazzy theme. This version of the World Bowser theme, arranged for two players at a single piano, puts a new spin on the piece while still capturing the catchiness of the original melody.



Lace

Hollow Knight: Silksong

Christopher Larkin

Arr. Nico Benner

Stephanie Do, Emily Hossom, Michele Imamura, Jay Rana, Ian Wang



In *Hollow Knight: Silksong*, you play as Hornet, protector of Hallownest, as she finds herself in a strange land far from home. With her trusty needle, she encounters new foes and travels up to the mysterious kingdom's peak on her journey.... Or she will, when the game actually comes out! While much is still unknown about this highly-anticipated sequel to Team Cherry's *Hollow Knight*, composer Christopher Larkin appeased fans by teasing the music, releasing the high-energy theme for one of Hornet's rivals, Lace. Lightning quick strings accentuate Lace's entrancing melody and hint at tough challenges to come. Sit back, put on your clown makeup, and cross your fingers for Silksong news!

Floral Fury

Cuphead

Kristofer Maddigan

Arr. John Herberman

Jayden Andrews, Tyler Brambora, Rayn Carrillo, Quinn Dang, Alex Donaldson, Victor Eichenwald, Colin Eng, Noah Goldberg, Viswanath Malapaka, Dominic Manzel-la, Adam Martinson, Henry McCormack, Cassandra Meyer, Jwoyal Ranjit, Braidon Saelens, Emily Schultz, Zack Smith, Rodrigo Slone, Abel Solomon, Valerie Yen

Extreme pollination and total domination! -Cagney Carnation

If you haven't yet heard of the award-winning, show-stopping, rootin'-and-tootin' 2D video game *Cuphead*, then where have you been? In this arrangement, we welcome you to the Inkwell Isles! Floral Fury is the boss music for one of the toughest early-world bosses you can fight, Cagney Carnation. The Brazilian-inspired percussion breaks mixed with the adrenaline-pumping horn section give the audience the aural experience of the Carnival. This devious flower puts up a real fight, but we can't help but tap our toes along to his theme!



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