

Fall 2025 Small Ensemble Concert

THE GAMER SYMPHONY
ORCHESTRA

at the University of Maryland



Memorial Chapel

Saturday November 22nd, 2025
7:00 PM

umd.gamersymphony.org

The Legend

Deltarune

Arr. Robert Morris

Robert Morris, Jesse Ehrenreich, Peter Mortensen, Nick Curtis, Silas Rager, Chris Assiryani, Quinlan Ngo

The Legends (or more colloquially known, the GSO Brass Ensemble) return to convey musically, the Legend of Deltarune. Foretold by time and space, The Legend peers into the three “heroes” of Deltarune and the mission to seal the fountains and halt the destruction of the world. However, the verity of this legend is questioned amongst the so-called heroes of Deltarune. In this arrangement, the GSO Brass Ensemble will take you through the melancholic and sometimes aggressive emotions we may hear as stories are passed down to us. With whirling call-and-response figures meant to mimic the brain attempting to draw conclusions that seem based on nonfactual evidence. Despite this deviation from comfortable melodic tonalities, we refuse to end on an inconclusive note and choose to believe everything will be alright. Who knows how the next chapters of Deltarune will destroy that assumption?

Rondo Across Countless Kalpas

Honkai: Star Rail

Arr. Cynthia Xi

Cynthia Xi, Claire Huang, Kevin Zhang, Evangeline Chen, Jay Rana, Jonathan Alonzo, Shiham Siddiqui, Eric Zhang

Time is a fragile thing, measured not in seconds, but instead in memories, the tormenting and cherished alike. What is despair? What is death? What are either of these things someone that cannot remember them? When two planets orbit a pitch-black great sun, and fight against the descenders which came only to kill...when countless mortal lives are given to forge blades, and defeat evil and save the masses...when twelve sentinels are created and the world above is in reach— What does it mean when that history is all erased in an instant, never to have existed?



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Please enjoy:
Rondo Across Countless Kalpas.

Themes from Clair Obscur

Clair Obscur: Expedition 33

Arr. Theresa Menna

Archita Naik, Theresa Menna, Kevin Zhang, Anna Phan, Quinn Taylor, Jay Rana, Victor Esan, Cassandra Meyer

Inspired by Belle Époque France, or the "Beautiful Age" of France, Clair Obscur: Expedition 33 (E33) is a groundbreaking, turn-based RPG with real-time mechanics, borrowing and merging gameplay aspects from classics such as Final Fantasy and Dark Souls. In E33, the people of Lumiere, a city inspired by Paris, are cursed by the Paintress, a being that resides on a monolith far beyond the outskirts of the city, who paints a dwindling number every year. And with every year, those whose age matches the number turn to rose petals and fade away, leaving behind a tangible, yet ephemeral trace of what once was. Themes from Clair Obscur focuses on the themes of Lumiere and Alicia, painting a story of longing and grief for the dead, while also reaching for a dreamlike vision of an ideal world.



It's Going Down Now

Persona 3 Reload

Arr. Shiham Siddiqui

Eric Zhang, Adam Martinson, Claire Huang, Shiham Siddiqui, Silas Rager, Ella Valentine, Neel Sanghvi

As the remake of Atlus's Persona 3 (2006), Persona 3 Reload (2024) follows the story of protagonist Makoto Yuki (or Minato Arisato) as he balances his life as a normal high school student and as the leader of the Specialized Extracurricular Execution Squad (S.E.E.S.). Persona 3 Reload's soundtrack is a complete remaster of the original game's music along with several songs exclusive to the remake. It's Going Down Now is the Reload-exclusive track that plays when players ambush the enemy in combat and features a traditional rock band with trumpet for a jazzy feeling familiar to many Persona fans. Composed by Atsushi Kitajoh and sung by the legendary Lotus Juice and Azumi Takahashi, please enjoy this iconic battle theme from Persona 3 Reload.

Tal Tal Heights

The Legend of Zelda: Link's Awakening

Arr. Lauren Riley

Oscar Krug, Lauren Riley, Lisa Hsu, Mo Casorla

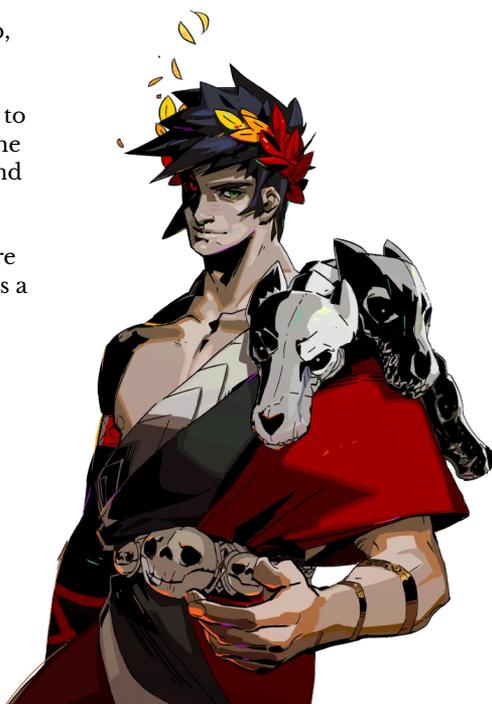
This is an arrangement of the track “Tal Tal Heights” from the remake of *Link's Awakening* (2019). More specifically, this arrangement is based on a version of the track that only appears during a specific part of the game (where Marin is travelling with you for a short while) in which the more foreboding chamber ensemble version of the song is replaced with a whimsical recorder quartet. I thought it would be interesting to arrange into something I could play, and set out making a version for four oboes. That ended up becoming three oboes and one flute, and then one flute, two oboes, and one English horn. This final version of the arrangement better fits the wide range of the original recorders while maintaining the light and energetic feel.

Hymn to Zagreus

Hades

Arr. & Performed by Ella Valentine

Supergiant's 2020 game *Hades* is widely praised for its soundtrack by Darren Korb, as well as its love and care for the Greek mythological sources it draws inspiration from. Sung by Orpheus in-game, “Hymn to Zagreus” is a result of a prank pulled by the protagonist and son of Hades, Zagreus, and Dionysus, the Greek god of wine and revelry. The two manage to convince the great poet Orpheus that the two deities are one and the same, and “Hymn” references a variant myth of Dionysus's birth, while reflecting the contradictory variations of myths that spread and change over time. Enjoy this “Hymn to Zagreus.”



In the Blood

Hades

Arr. Cynthia Xi, Alex Barker

Cynthia Xi, Valerie Yen, Gyuseok Kang, Peter Mortensen, Silas Rager, Robert Morris, Lauren Rabe, Eric Zhang, Victor Esan, Shiham Siddiqui

To be born in the House of Hades is to be bound by it. The walls recall every failure, death, and futile escape. Yet even as the Underworld closes in, he runs again. And again. And again.

Through flame and fury, gods and ghosts, Zagreus defies his own lineage—seeking not freedom, but understanding. What does it mean to live when death is all you've ever known? What does it mean to love when even love must be fought for—fought against?

The willful prince bleeds—and then he rises, and still he runs. In his blood, there is rebellion—and in rebellion, there is life.

Accumula Town

Pokémon Black & White

Arr. Jay Rana

Quinn Taylor, Iden Han, Lauren Rabe, Alexandro Wong, Jay Rana, Margaret Kato, Adam Martinson, Márton Csikos, Lily Ehrlich

In Pokémon Black and White, Accumula Town is the first town the player encounters after leaving their home to start their Pokémon adventure. It is also where the player first meets Ghetsis and N, the main antagonists of the games. However, this town is arguably most well-known for its cheerful music, which is typically associated with the walking animation of the Pokémon Furret. One of the unique aspects of this music in-game is that the player can interact with various musicians around the town to add instruments dynamically. The Cello Symphony Gamer Orchestra has adapted this by slowly adding melodies and countermelodies throughout the arrangement. Please feel free to clap along!



Hooded Allegro Vivace

Assassin's Creed Syndicate

Austin Wintory

Arr. Robert Morris

Cynthia Xi, Esther Yu, Lilian Ma, Claire Huang, Evangeline Chen, John Ross, Silas Rager, Robert Morris, Adam Martinson, Jay Rana, Xavier Bornhorst

Assassin's Creed Syndicate is not a game that is well known for being a large deviation from the series, featuring typical assassins and lots of open world combat. What this game is known for is the stellar soundtrack composed by Austin Wintory, a composer who will be featured at the Fall 2025 large ensemble concert as well. Wintory combines virtuosic solo strings with percussion to create tense and unique combat music that varies depending on what character you are playing as in the game. In this arrangement, these various themes from different characters are combined into a full version you'd never hear as a player within the game. With numerous featured soloists across the ensemble of strings, dual trumpets, and a solo percussionist, please enjoy the high-energy *Hooded Allegro Vivace*.

Bubblegum K.K.

Animal Crossing: New Horizons

Arr. Theresa Menna

Archita Naik, Theresa Menna, Ella Valentine, Joyna Qin, Ren Bombuwala, Chris Patiag, Logan Swaisgood, Robert Morris

It's March 2020. *Animal Crossing: New Horizons* has just been released on the Nintendo Switch, and it's easily the second biggest thing to hit the world stage that month. The game was an immediate success, providing people across the globe with a calm and colorful opportunity to engage in escapism. As we all invested in island improvements to entice the world-famous, pants-less music mogul K.K. Slider into performing for our villagers, his candy-coated pop single "Bubblegum K.K." was taking the real-world internet by storm. Now, we present you with an updated a capella version of this iconic bop, to remind us all of simpler times.



Excerpts from The Legend of Zelda: Skyward Sword

Legend of Zelda: Skyward Sword

Arr. Brooke Guo

Andrew Guo, Brooke Guo, Michael Wang



In *The Legend of Zelda: Skyward Sword*, Skyloft serves as the starting point of Link's journey, a peaceful island floating high above the clouds. It is a calm home in the sky where people live alongside their Loftwings, enormous birds that act as both companions and transportation. From this serene place, Link descends to the surface for the first time, beginning his adventure in the lush Faron Woods. This is where the player first experiences the contrast between the quiet skies and the wild world below. Along the way, Link faces Ghirahim, a strange and theatrical villain who stands out as one of the weirdest bosses in the entire series.

And of course, no Zelda game would be complete without fighting a Stalfos, a sword-wielding skeleton that refuses to stay down. *Skyward Sword* mixes mystery, humor, and adventure, setting the stage for everything that follows in the Zelda timeline.

Fibbage 3

Jackbox Party Pack 4

Arr. Jack "Box" Wethington & Ella "Quiplash" Valentine

Simon Bailey, Andrew Rapisura, Xavier Bornhorst, Christopher Assiryani, Claire Huang, Adam Martinson, Theresa Menna, Ella Valentine, Jack Wethington, Ryan Goldsmith

Released as part of *The Jackbox Party Pack 4* in 2017, *Fibbage 3* soared to popularity as a bluffing party game. Each player makes up a fake answer to an obscure fact using their own mobile device. The real answer and all of the lies are then displayed randomly on the screen, and players must then choose what they think the truth is. You get points for guessing the correct answer, as well as fooling other players with your own witty repartee. Unlike the first two entries in the greater *Fibbage* canon, *Fibbage 3* draws inspiration from psychedelic colors, designs, and vibes. This piece is the credits music from *Fibbage 3*, hailed for its catchiness and silly goosery, as well as its inspiration from jazzy bossa nova. We lie to you, you lie to us.



Heinous 4

[REDACTED]

Strive

Hollow Knight: Silksong

Arr. Robert Morris

Gyuseok Kang, Ian Jackson, Minsi Hu, Evangeline Chen, Elizabeth Barks, Quinn Taylor, Adam Martinson, Jonathan Alonzo, Victor Esan, Eric Zhang

Hollow Knight: Silksong is here and it only took way too many years for it to come out. Despite the wait, the title was released to immense acclaim, even crashing the Steam shop upon initial release. Fans were hoping for an upgrade to the original Hollow Knight, and Team Cherry delivered on all fronts, with improved graphics, combat, storytelling, and most importantly, Christopher Larkin's music. Oh, and one other thing hasn't changed. Like its predecessor, the boss fights are immensely challenging and unforgiving, requiring players to *Strive* to best opponents in battle. This is true from the very first fight, where this track plays and appears numerous times throughout the game. Arranged for a single percussionist and string group, please enjoy Strive.



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Prof. Marybeth Shea

and finally...

YOU!

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Since our concerts are completely free, we rely on donations to keep running. If you want to help the Gamer Symphony Orchestra put on more great concerts like this, please consider donating to our GoFundMe and/or through the College Park Foundation.

Our GoFundMe is in support of our goal to play at the Strathmore next spring for our 20th anniversary!

(The CPF is a nonprofit that handles donations to support UMD and its organizations.)

Thank you!
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