

THE GAMER SYMPHONY ORCHESTRA
at the University of Maryland



Spring 2024
Small Ensemble Concert

Gildenhorn Recital Hall
Clarice Smith Performing Arts Center

Saturday April 6th, 2024
7:00 PM

umd.gamersymphony.org

Threatenin' Zeppelin

Cuphead

Kristofer Maddigan

Jayden Andrews, Dimitrios Angelakos, Francesco Berrett, Anish Bhupalam, Maegan Blake, Beau Carter, Nick Curtis, Colin Eng, Erin Lea, Dominic Manzella, Adam Martinson, Robert Morris, Quinlan Ngo, Silas Rager, Blaise Ryan, Braidon Saelens, Michael Shanny, Shiham Siddiqui, Zack Smith

Fitting, isn't it? I'm a blimp...you're a wimp! - Hilda Berg

If you haven't yet heard of the award-winning, show-stopping, rootin'-and-tootin' 2D video game *Cuphead*, then where have you been? "Threatenin' Zeppelin" is the boss music for the first aerial fight in the game. After you find blueprints to an airplane and approach an observatory, a malicious human-zeppelin hybrid named Hilda Berg is waiting for you. Featuring numerous improv solo sections from across the jazz ensemble, this fast-paced high-energy thrill truly matches the fear of what lurks below if Hilda bests you in the clouds. Strap in, this blimp is more than meets the eye!



Cat

Minecra t

C418

Arr. Jacob Keeley

Anish Bhupalam, Matthew Doyle, Minsi Hu, Claire Huan, Jacob Keeley, Cynthia Xi, Daniel Xing

Dungeons are one of *Minecraft*'s oldest structures, existing in the game since 2010. They are a simple structure, consisting only of a cobblestone box with a monster spawner, but provide the player with a unique challenge of fighting skeletons, zombies and/or spiders while also trying to deactivate the spawner. As a reward for their efforts, players are given a chest with useful items, and - most importantly - a chance to find "Cat," one of *Minecraft*'s elusive music disks. This playful little song can only be heard in game by playing the disk in a jukebox. Here, its bouncy synth textures and curious melody have been adapted for a mixed ensemble of piano, violins, clarinets and drum set.

ASGORE

Undertale

Toby Fox

Arr. Robert Morris, Christopher Assiryani

Christopher Assiryani, Beau Carter, Carlos Chen, Nicholas Curtis, Colin Eng, Robert Morris, Quinlan Ngo, Silas Rager, Sara Riso, Michael Shanny

Human...It was nice to meet you. Goodbye - Asgore Dreemurr

GSO's (we think) first-ever brass ensemble brings you a performance from the critically-acclaimed *Undertale*. After traversing throughout the underground, where you've battled through thick and thin, and come across dreamscape and nightmarish environments alike, one final challenge awaits you. Asgore Dreemurr, the Monster King of the Underground, wants your SOUL in order to free the monsters--but the only way for you to escape to the surface is to take his first. It's the final battle. Mercy is no longer an option: it's time to fight!

*It seems your journey is finally over

*You're filled with DETERMINATION

Dieses Herz

Amnesia: A Machine for Pigs

Jessica Curry

Arr. Theresa Menna

Sean Cheng, Nailah Harris, Olivia Rosen, Audrey Wiswakarma

Amnesia: A Machine for Pigs is a survival horror game released on PC in 2013. It explores the twisted journey of a man who decides the only way to save humanity from itself is to destroy it. Set in London on New Year's Eve 1899, you play in the first-person perspective as Oswald Mandus who has just awakened in his home from a terrible fever to find that he cannot remember anything. He receives a phone call from a mysterious voice that tells him his sons are trapped in a machine. Reactivating the machine will save his children... or so he is led to believe. He reactivates the machine and realizes the tragic mistake he has just made.

Mandus remembers that he was both the creator of the machine and its eventual saboteur. The machine is meant to usher in the end of humanity. Human sacrifices power it and it contains a terrible army of deformed man-pigs – a fitting metaphor for what Mandus believed humanity had become. The creatures are unstable, but they can be soothed with beautiful music. “Dieses Herz” is one such melody: a hauntingly beautiful tune, a chilling lullaby, and an outpouring of grief for Mandus himself.

Wii Shop Channel

Wii Shop Channel (2006)

Kazumi Totaka

Arr. Ciara Donegan

Christopher Assiriyani, Nick DeGraba, Ciara Donegan, Marsh Hessler, Erin Lea, Adam Martinson, Garrett Peters, Zack Smith

It's the mid- to late-2000s. You just got the bright, shiny new Wii console, released with iconic games such as *Wii Sports*, *The Legend of Zelda: Twilight Princess*, even adaptations of cinematic masterpieces such as *Happy Feet* and *Cars*... but perhaps none of those strike your fancy. You have another resource at your disposal if you wish to try something else: the *Wii Shop Channel*. With its mesmerizing music and wide array of games available—once a few years pass and more games are released, of course—it's easy to be drawn in. Presented by the Gamer Symphony Orchestra's best recorder ensemble, the Doots, harkening back to the days of elementary school's music classes and afterschool Wii sessions, this is the “Wii Shop Theme.”

Midboss Mayhem

Mario + Rabbids Kingdom Battle

Grant Kirkhope

Arr. Zack Smith

Jayden Andrews, Dimitrios Angelakos, Colin Eng, Rhea Jajodia, Peter Koslov, Blaise Ryan, Braidon Saelens, Amy Sheehan, Zack Smith, Davis Xu

SUPER MARIO MEETS— . . .Rabbids? The Mushroom Kingdom is in for one of its wackiest world-threatening events when the zany Rabbids (note the d, differentiating them from our well-mannered cotton-tailed Earth-creatures) stumble upon the bedroom of a techy Mario nerd, pilfer her newly completed object-merging headset, and amidst the chaos of playing with the invention accidentally reroute their space-time-bending washing machine to the Super Mario universe. Mario, Luigi, Peach, Yoshi, and a crew of Rabbids cosplaying them must venture through a Mushroom Kingdom littered with Rabbids merged with all sorts of objects in pursuit of the one wearing the headset. “Mid Boss Mayhem” is an orchestral piece by the prolific *Donkey Kong* and *Banjo Kazooie* composer Grant Kirkhope that plays when the player faces off against particularly formidable Rabbid enemies. Here adapted for a saxophone ensemble, the piece articulates the frenzy and wackiness of a Rabbids boss fight.

New Donk City Cafe

Super Mario Odyssey

Koji Kondo

Arr. Naoto Kubo

Transcribed by PianoCat.de

Zack Smith

A neat little easter egg, “New Donk City Café” is a pretty jazz piano arrangement of the “Super Mario World Ground Theme” that plays over the radio at the side of a difficult-to-reach rooftop pool in New Donk City. Here Mario can take a break from his world traveling adventure to look



over the Metro Kingdom skyline in the afternoon sun, or have a snooze and dream about having his favorite pasta with his favorite princess. The song also serves as the game’s de facto Mushroom Kingdom theme. Since Peach’s Castle grounds have no background music, players often use the in-game music player to enhance the tranquil scenery with this rather fitting peaceful piano solo.

Bad Apple

Touhou Gensokyo - Lotus Land Story

ZUN

Arr. Kunio Matsuzaki for JAGMO

Edited by Alex Barker and Stephanie Do

Alex Barker, Stephanie Do, Michele Imamura, Michael Maroney

“Bad Apple!!” is a captivating song from the Touhou Project, a popular bullet hell game series. The original track was composed by ZUN, who is also the sole developer, designer, and script writer for all mainline Touhou games. Like just about everything related to Touhou, “Bad Apple!!” has been remixed countless times, most famously by Alstroemeria Records with vocals by nomico and accompanied by the infamous shadow-art music video that has since become an internet meme. With its eerie yet catchy tune, the song has become an iconic part of Touhou’s musical legacy, enchanting fans worldwide. This arrangement by JAGMO features a string quartet highlighting the intensity of the original Lotus Land Story version.

Heavens Divide

Metal Gear Solid: Peace Walker

Akihiro Honda

Arr. Jayden Andrews, Zack Smith

Serena Alamina, Jayden Andrews, Stephanie Do, Colin Eng, Noah Goldberg,

Adam Martinson, Wren Poremba, Olivia Rosen, Isaac Thomas, Valerie Yen

Metal Gear Solid: Peace Walker is an action-adventure, stealth game in which the protagonist, known as Solid Snake, establishes the militaristic mercenary group, Militaires Sans Frontières, in order to investigate a mysterious military threat in Costa Rica. This group goes on a series of missions with the ultimate goal of stopping this military threat from causing mass destruction with a newly developed nuclear, military weapon. “Heavens Divide” is an emotional battle theme that plays at various points across the plot of the story. This beautiful ballad serves a direct juxtaposition to the action packed combat and intense moments that the game provides. Its engaging, beautiful melodies are sure to leave the listener pleased.

Serenity

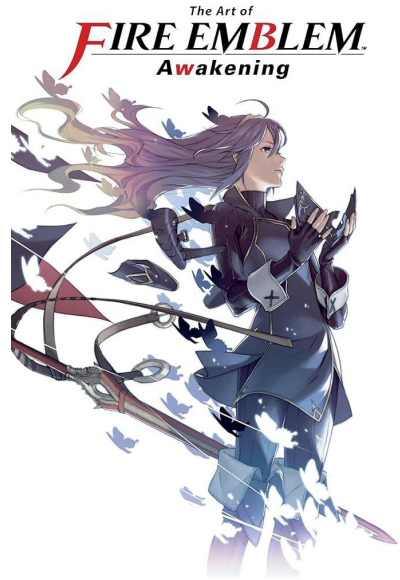
Fire Emblem: Awakening

Hiroki Morishita

Arr. Francesco Berrett

Francesco Berrett, Nailah Harris

Central to *Fire Emblem: Awakening's* soundtrack is the "Id" theme. The piece is the main character motif, and it appears in many iterations, most famously in "Id: Purpose." Here, the Serenity version of the theme is reorchestrated for piano and cello, mixed in with references to other introspective pieces from the Awakening soundtrack.



Yubikiri Genman (Pinky Promise)

Deemo

Yamato Kasai

Arr. Rafa Mondal, Sami Louguit

Alex Barker, Claire Huang, Michele Imamura, Sami Louguit, Rafa Mondal



Deemo is a fantastical rhythm game following the story of a lost girl and a mystic creature who helps her return to her home world. The song "Yubikiri Genman", meaning "Pinky Promise" is one of the songs the player must learn to progress through the game's story. It tells a tale of two friends who learn they cannot live without each other. They promise to remain by each other's side, which mirrors the story of the lost girl and Deemo as they play songs together and begin to unlock memories of their past.

N's Farewell/Onward to Our Own Futures

Pokémon Black and White

Shota Kageyama

Arr. Ethan Goldberg, Zack Smith

Piano arr. by @Bespinben

Harshitha Balijepalli, Alex Barker, Florian Grader-Beck, Nick DeGraba, Stephanie Do, Colin Eng, Ethan Goldberg, Michele Imamura, Rhea Jajodia, Rafa Mondal, Jay Rana, Emma Roldan, Braidon Saelens, Zack Smith

You said you have a dream... That dream... Make it come true! Wonderful dreams and ideals give you the power to change the world! If anyone can, it's you! Well, then... Farewell! - N

“Onward to Our Own Futures” is the triumphant end credits theme to the fifth generation of Pokémon games, *Pokémon Black* and *Pokémon White*. As the player captures Pokémon and battles through gyms on their own journey to become the champion, they cross paths with a mysterious anti-hero figure, introduced simply as N. Throughout their travels, the player watches as N slowly realizes that Pokémon and their trainers can coexist peacefully, contrary to what he was manipulated to believe throughout his life. As the bittersweet piano tune “N’s Farewell” plays at the end of the game, N reflects on his experiences alongside the player, acknowledging how he battled uncertainty in his own beliefs and how he came to an understanding that some stories have two sides—that the world is not always as monochrome as it may seem. His farewell precedes a credits theme that beckons the player to press onward, suggesting that their journey is not over and is instead merely beginning.



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