

Spring 2025 Main Concert

THE GAMER SYMPHONY
ORCHESTRA

at the University of Maryland



Dekelbourn Recital Hall
Clarice Smith Performing Arts Center

Sunday May 18th, 2025
4:00 PM

Francesco Berrett, Conductor
Robert Morris, 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 100+ 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 gaming tournament "Gaming 4 Life" twice a year. All proceeds from this multi-hour long video game tournament and social event benefit the Children's National Medical Center in Washington, D.C.

2024–25 Officers

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**Concertmaster **Section Leader*

Violin I

Sophia Chen
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Samwit Dangol
Stephanie Do *
Minsi Hu
Daniel Huang
Gyuseok Kang
Katriel Kasayan
Garrett Peters
Isaac Thomas
Cynthia Xi
Esther Yu
Kevin Zhang

Violin II

Poushali Banerjee
Sam Cassetta
Justin Chen
Edith Corey **
Allison Harlan
Ian Jackson
Kieran Khan
Abigail Shirima
Alex Shrestha
Caroline Tanner
Evelyn Wang
Alan Whitman

Viola

Harshitha Balijepalli
Elizabeth Barski
Emma Brown
Alyssa Coello
Erika Falco
Michael Maroney **
Emma Roldan
Aidan Suk
Jenna Wollney

Cello

Saima Ahmad
Serena Alamina
Alexander Barker
Sarah Blaufuss
Nina Clarke
Grace Cong
Lauren Rabe
Jay Rana
Benji Shin **
Quinn Taylor
Alexandro Wong
Hannah Yan

String Bass

Jonathan Alonzo **
Victor Esan
Waverly Nakashima
Patrick Torre

Guitar

Shiham Siddiqui

Electric Bass

Adam Martinson

Flute/Piccolo

Simon Bailey
Chaitanya Garg
Jeffrey Luo **
Charu Mehta
Jason Tang
Cecilia Vu
Amy Wang

Oboe

Zander Barrow **
Oscar Krug
Michael Sinai

Clarinet

Matthew Doyle **
Cam Mejia
Emily Schultz **
Amy Sheehan
Norah Vanderpool
Michael Wang

Bass Clarinet

Sarayu Jilludumudi
Daniel Xing

Bassoon

Will Duis **
Meghan Freer
Jacob Keeley

Alto Saxophone

Maegan Blake
Nicole Cifuentes
Noah Goldberg **
Andy Long
Davis Xu

Tenor Saxophone

Nathan Chesla
Peter Kozlov
Andrew Miguel Villegas

Baritone Saxophone

Braidon Saelens **

Trumpet

Beau Carter
Jesse Ehrenreich
Alex Powers
Silas Rager **
Jake Rives

French Horn

Suerken Matsuyama
Liam Moran
Sunil Pateel **

Trombone

Nicholas Curtis
Peter Mortensen
Quinlan Ngo
Michael Shanny

Euphonium

Christopher Assiryani **
Carlos Chen

Tuba

Ryan Owens

Percussion

Anish Bhupalam
Colin Eng
Stella Garner
Hayden Miller
Christian Pascual
Wren Poremba **
Steven Zhang

Piano

Sean Cheng
Claire Huang
Cassandra Meyer

Chorus Members

**Choir Conductor **Section Leader*

Soprano

Tiffany Bixler
Ananya Garg
Madeline Kamprath
Theresa Menna **
Archita Naik
Evangelyn Olson
Jaden Sander
Elizabeth Sanford
Saanvi Verma

Alto

Celine Blanchette
Rebecca Chambers
Mikayla Durr **
Marsh Hessler
Kexin Liu
Joyna Qin
Emily Tran
Ella Valentine
Graciela Walters

Tenor

Sineli Bombuwala
Om Duggineni
Sasha Goyal
Emily Hao
Max Khatchadourian
Chris Patiag
Joshua Pelzer
Neel Sanghvi *
Logan Swaisgood **
Nathaniel Unnikumaran
Jack Wethington
Aidan Wilbur *

Bass

Paolo Atienza
Jaden Chen
Ryan Goldsmith
Joseph Kleinman
Alex Miller **
Varun Somashekar
Aaron Stephen
Benjamin Vanderham
Cesar Vasquez

Emeritus Members

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Conductor, 2006–2009

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Sami Louguit
Member, 2018–2020

Samuel Harley
Conductor, 2018–2020

Matthew Evanusa
Conductor, 2018–2020

Nicole Benner
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Music Director, 2018–2020

Ciara Donegan
Music Director, 2021–2022

Rachel Wattanarungsikajorn
Conductor, 2020–2022

Quinn Dang
President, 2020–2022

Charting Course for Rogueport

Paper Mario: The Thousand-Year Door

Yoshito Hirano, Ryo Nagamatsu, Yoko Shimamura, and Yuka Tsujiyoko

Arr. Jayden Andrews

Ft. Simon Bailey (Flute)

Embark on a paper-crafted adventure with “Charting Course for Rogueport” from *Paper Mario: The Thousand-Year Door*. Our tale begins when Mario receives a treasure map from Princess Peach—one that reveals the locations of magical Crystal Stars, the keys to unlocking the fabled Thousand-Year Door and its hidden riches. Racing to Rogueport, the map’s first stop, Mario finds that Peach has been captured by villains intent on seizing the treasure for themselves. Determined to rescue her and collect the Crystal Stars, Mario sets off on an epic quest. This medley, featuring the themes “Our Story Begins,” “Title Screen,” “Petal Meadows,” “Battle 1,” and “Rogueport,” brings the adventure to life, promising an enjoyable and memorable experience for all who listen.

Phantom Liberty

Cyberpunk 2077

Dawid Podsiadło and P.T. Adamczyk

Arr. Theresa Menna

Ft. Joshua Pelzer and Theresa Menna

Phantom Liberty was introduced in 2023 as a spy thriller expansion of the popular game *Cyberpunk 2077*. You play as V, a cybernetically enhanced mercenary finding their way in a futuristic dystopian American metropolis. Once revived from the dead with an implanted biochip called “the Relic,” V now searches for a way to remove the chip, before it replaces their mind with another consciousness. When V investigates a helicopter crash involving the president of New USA, they discover a possible cure for their condition... but the threads soon begin to unravel. “Phantom Liberty” is a tangled story of intrigue, secret alliances, and betrayal. Ultimately, the choice is yours—who do you trust?



@Jorny

Dungeon Theme

The Legend of Zelda (series)

Koji Kondo, Akito Nakatsuka

Arr. Michael Maroney

Ft. Simon Bailey (Flute), Nick Curtis (Trombone), Stephanie Do (Violin I), Will Duis (Bassoon), Suerken Matsuyama (French Horn), Sunil Pateel (French Horn), Alex Powers (Trumpet), and Michael Wang (Clarinet)

The ground underneath Hyrule is filled with mysterious, forgotten labyrinths, disregarded by time, by sunlight, and by life. Too long they've been left within evil's grasp, becoming nurseries for the monsters that now plague the land. It is now up to a child, named Link, to delve into each labyrinth and rid it of its evils, and to brave through the dark, cavernous, and unpredictable dungeons with the world to lose. Capturing the mystery and imminent danger that awaits within these labyrinths, "Dungeon Theme" is a fully orchestrated rendition of two memorable dungeon themes from *The Legend of Zelda* (1986) and *Zelda II: The Adventure of Link* (1987), originally short 8-bit tracks created by the legendary Koji Kondo and Akito Nakatsuka (respectively).

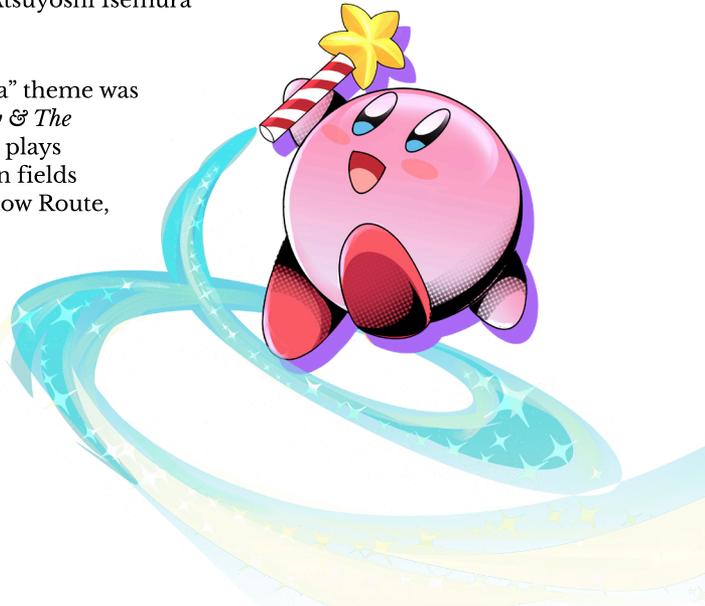
Forest/Nature Area

Smash Ultimate/Kirby & The Amazing Mirror

Hironobu Inagaki and Atsuyoshi Isemura

Arr. Nicholas DeGraba

The "Forest/Nature Area" theme was first introduced in *Kirby & The Amazing Mirror* where it plays as you traverse the green fields and forests of the Rainbow Route, Olive Ocean, and Carrot Castle levels. This theme also appears in other games such as *Kirby Squeak Squad* and as a battle arrangement for the *Super Smash Bros.* series.



Emma Brown

Natlan

Genshin Impact

Dimeng Yuan (HOYO-MiX)

Arr. DanimalCrossing and Neel Sanghvi

Ft. Will Duis (Bassoon), Adam Martinson (Recorder), Neel Sanghvi (Vocal), and Emily Schultz (Clarinet)

The nation of oaths situated in the western regions of Teyvat.

Guided by the flame, you pass through lengthy gorges and valleys to reach the land where the torches blaze, where all fires converge. Upon the blazing fields where Saurians roam, witness the end of the ancient war alongside the valiant warriors who resist the darkness.

To the far west of Teyvat lies Natlan, a land of dragons and warriors at constant war with the Abyss. To defend against the Abyss, warriors across Natlan compete in the Pilgrimage for the glory of going to the Night Kingdom and defending Natlan in the Night Warden Wars. Those that fall in battle in the Night Kingdom are resurrected through the power of the Ode of Resurrection—featured in this piece—and returned to Natlan.

Like other soundtracks produced for *Genshin Impact*, the original Natlan soundtrack features ethnic instruments from Latin America, sub-Saharan Africa, and Oceania in addition to the standard Western symphonic orchestral instrumentation. For example, the titular piece performed today features lyrics in Swahili and ethnic flutes from the Americas (substituted with recorder for our performance). The lyrics, which make up the Ode of Resurrection, are included below.

Charge! Bearing all burdens

Fight! Until the very end

For our homeland, we'll shed our last drop of blood

Returning to the earth's embrace

The tale continues on (Like flames ablaze)

Glory passed through generations (Forever burning)

Courage ignites the sky and earth

Once more, victory heralds Natlan's path

We'll wait for you, we'll sing for you

Come back, brothers, come back, heroes

Once again, once again, burn bright!

Do you fear death? (Never)

Is your courage unwavering? (Beyond doubt!)

Remember our heroes' names, follow their lead

March once more onto the battlefield

For our family, homeland, and nation (For glory)

For our ideals, dreams, and future (For hope)

Come back, we've been waiting

Listen, the songs grow louder

Listen, they'll guide you home

The tale continues on (Like flames ablaze)

Glory passed through generations (Forever burning)

Courage ignites the sky and earth

Once more, victory heralds Natlan's path

We'll wait for you, we'll sing for you

Come back, brothers, come back, heroes

Once again, once again, burn bright!

This is the moment of rebirth

Stickerbush Symphony

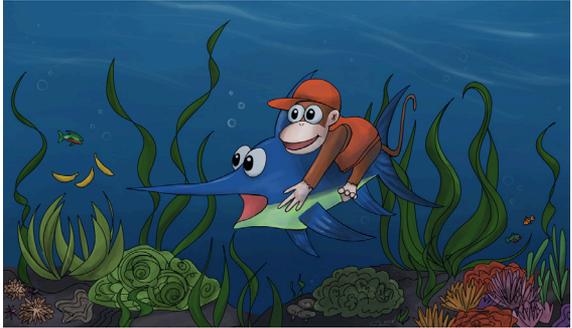
Donkey Kong Country 2: Diddy's Kong Quest

David Wise

Arr. Braidon Saelens

Ft. Jeffrey Luo (Flute), Cam Mejia (Clarinet), and Jason Tang (Flute)

“Stickerbush Symphony” is one of the most iconic tracks in the *Donkey Kong Country* franchise. As Diddy and Dixie Kong travel through Crocodile Isle, they eventually encounter the Bramble Blast stage, where they are greeted by large thorny vines, a litany of Barrel Cannons, and this soothing melody.



Emily Tran

On the internet, hour-long videos of this song have become “Internet Checkpoints,” where thousands of people will share their recent life experiences, fostering a sense of community not often found elsewhere. This arrangement also includes melodies taken from “Aquatic Ambience,” another similarly calming *Donkey Kong Country* piece.

Baka Mitai (I’ve Been a Fool)

Yakuza 5

Mitsuharu Fukuyama and Ryosuke Horii

Transcribed by Matthew Ahmon, Kai Wong-Nguyen, and Jerome Tan

Assembled by DanimalCrossing

Ft. Alex Barker, Francesco Berrett, Stephanie Do, Colin Eng, Jacob Keeley,

Adam Martinson, Michael Maroney, Robert Morris, Joshua Pelzer,

Shiham Siddiqui, Ella Valentine, Aidan Wilbur, and Cynthia Xi

“Bakamitai” is a recurring karaoke song used for rhythm games in the *Like a Dragon/Yakuza* series. The song is originally sung by the protagonist, Kazuma Kiryu, in-game, but the lyrics imply that it is sung from the perspective of a woman reflecting on an ex-lover. The use of a specific dialect of Japanese that tends to be less “feminine” in how it is gendered lends to the ambiguity. One of its claims to fame started in late 2020, when it was used for some of the first internet deepfake memes based on early face morphing technology.

Foul Tarnished: A Suite from Elden Ring

Elden Ring

Shoi Miyazawa, Tai Tomisawa, Tsukasa Saitoh, Yuka Kitamura,
and Yoshimi Kudo

Arr. Robert Morris and Aidan Wilbur

*“Foul Tarnished... in search of the Elden Ring. Emboldened by the flame of ambition...
Someone must extinguish thy flame.”*

In the Lands Between, the Shattering, an event that creates chaos within the realm, results in shards of the Elden Ring being inherited by the children of Marika, the vessel of the titular Elden Ring. This power, the Great Runes, corrupts the children, resulting in war across the land, decimating the surrounding landscape and settlements. Previously banished, the Tarnished, humans who were not graced by the all-powerful Erdtree, are mysteriously gifted with the power of immortality, and many are beckoned to collect the Great Runes and mend the Elden Ring. You, as a Tarnished, are one of many to answer the call to become the Elden Lord. But be warned: not all those who remain wish to see the Elden Ring restored. And even more crave the power of the Great Runes for themselves. Will your flame be extinguished?

The Game of the Year winner in 2022 and now within the ranks of the best-selling games of all-time, *Elden Ring* has seemingly redefined the gaming industry. Produced by FromSoft, a company known for developing extraordinarily difficult games, and with a story written by George R. R. Martin, it is well within the discussion for one of the greatest games of all time, with music serving as a strong contributing factor to that discussion. This suite, combining elements from four main pieces into three distinct movements, showcases the Tarnished’s journey to claim the title of Elden Lord.

Intermission!

Fallen Down

Undertale

Toby Fox

Arr. Abigail Shirima

Updated by Robert Morris

Ft. Jacob Keeley (Bassoon), Oscar Krug (Oboe), Cam Mejia (Clarinet),
and Amy Wang (Flute)

After falling into the Underground, Frisk embarks on a journey to return to the surface. Once Frisk reaches the end, a final boss battle with Asgore, King of the Underground, ensues. However, Toriel, Frisk’s maternal figure in the Underground, intervenes and protects Frisk. This emotional piece from *Undertale* is only played during the True Pacifist Route, the route in which you never kill any enemies, resulting in Frisk befriending a number of monsters who help them throughout their journey. Like Frisk’s journey through the Underground, the journey of life is hard to do alone. This piece is dedicated to a dear friend who makes this journey easier.

Pigstep

Minecraft

Lena Raine

Arr. Emma Roldan and Zack Smith

Composed by Lena Raine, “Pigstep” is a beloved song from the game *Minecraft*. This intense piece will take you on a journey to explore the beautiful, exciting, yet fearful parts of the mysterious realm called the Nether. Please enjoy this unique twist on the classic disc song that will be sure to invoke memories of bargaining with Piglins, exploring bastions, and avoiding lava pools!



Logan Swaisgood

Another Medium

Undertale

Toby Fox

Arr. Colin Eng

Ft. Colin Eng (Vibraphone) and Steven Zhang (Marimba)

Toby Fox’s “Another Medium” from *Undertale* is reimagined in this arrangement through the rhythmic and textural language of contemporary percussion music, drawing inspiration from the works of Ivan Trevino. Known for his blend of driving grooves, rich harmonies, and expressive lyricism, Trevino’s style serves as a foundation for this adaptation, transforming the original piece into a dynamic and immersive setting. The arrangement balances percussive intensity with moments of resonance and introspection, allowing the piece to unfold with both momentum and nuance. By merging video game music with modern percussion aesthetics, this setting of “Another Medium” bridges digital and acoustic sound worlds, offering a fresh perspective on the original composition.

Street Party

Bloons Monkey City

Tim Haywood

Arr. Maegan Blake, Braidon Saelens

Ft. Serena Alamina, Jayden Andrews, Maegan Blake, Nicole Cifuentes, Stella Garner, Noah Goldberg, Jacob Keeley, Peter Koslov, Wren Poremba, Braidon Saelens, and Davis Xu

As a part of the well-known *Bloons* franchise, *Bloons Monkey City* is a fun spin-off that combines the classic tower defense style game with city building. Players expand their city by capturing tiles, constructing buildings, and deploying monkey armies to defend against waves of balloons (aka bloons). Bloons travel at different speeds with varying functions and difficulties depending on their type, but despite this challenge, you can always rely on the game's upbeat music to keep you motivated. One of these songs is "Street Party", a dance-like, festive tune that keeps the energy high—even when the strongest MOAB-class bloons start floating across your screen. Adapted for a saxophone ensemble, please enjoy this lively and popping piece!

Nature's Crescendo

Stardew Valley

Eric "ConcernedApe" Barone

Arr. Theresa Menna

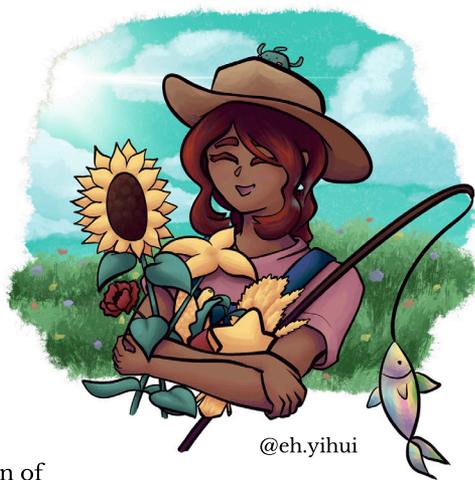
Ft. Silas Rager (Trumpet),

Emily Schultz (Clarinet),

and Jason Tang (Flute)

In the summertime, Stardew Valley is bursting with life! The region becomes lush with green forests and beautiful blooms, birdsongs fill the air, and one can almost smell the salty ocean mist carried in on a warm summer breeze. In this rendition of

"Nature's Crescendo," the summer sounds of Stardew Valley are reimagined for orchestra, with seasonal motifs from *Harvest Moon: Animal Parade* woven throughout—just one installment in the series that inspired it all. The valley is humming with potential during this season, in a town where summer is truly what you make of it.



Death Stranding

Death Stranding

Iain Cook and Martin Doherty

Arr. Aidan Wilbur

Ft. Vocalists: Archita Naik (upper) and Ella Valentine (lower)



Ella Valentine

Death Stranding follows Sam Porter Bridges as he navigates a post-apocalyptic world, making deliveries for the BRIDGES corporation to isolated colonies throughout the barren landscape. It is a “strand game,” the first of its kind: while the game is single-player, each player's actions affect the terrain and deliveries of everyone else involved, and you can help other players who you'll never meet. The credit track, of the same name, matches the gameplay and is about the connections between people. The song is an assurance: as the world falls to ruin, we will hold each other together.

God of War: Ragnarok

God of War: Ragnarok

Bear McCreary

Arr. Robert Morris

Ft. Archita Naik (Vocal)

God of War has been a long-standing franchise loosely based on Norse mythology, specifically around the titular character Kratos: the God of War. His journey has taken him throughout Scandinavia, his title apt for the carnage and destruction for those who seek to challenge him. But it has been a long journey for Kratos, and now he and his teenage son, Atreus, or known from his giant name, Loki, have to prepare for the ultimate challenge as Ragnarok approaches, the end of the world. Odin, assisted by his son Thor, is desperate to prevent his inevitable demise should Ragnarok come to pass, leading to conflict with Kratos and Atreus. The God of War must rise to his hardest challenge yet. In this arrangement of the main theme, the piece focuses on a three-note bass line that is consistent throughout nearly the entire runtime. Though Kratos has grown as he watches over his son, his fiery emotions have simmered to be less rageful and more compassionate, resulting in quieter, more controlled moments throughout the piece. At the end of the day though, he still is the God of War.



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Audio & Video
jesse@jtechav.com

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Christopher Tang

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Jacob Keeley

Logan Swaisgood

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Dr. DanimalCrossing

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YOU!