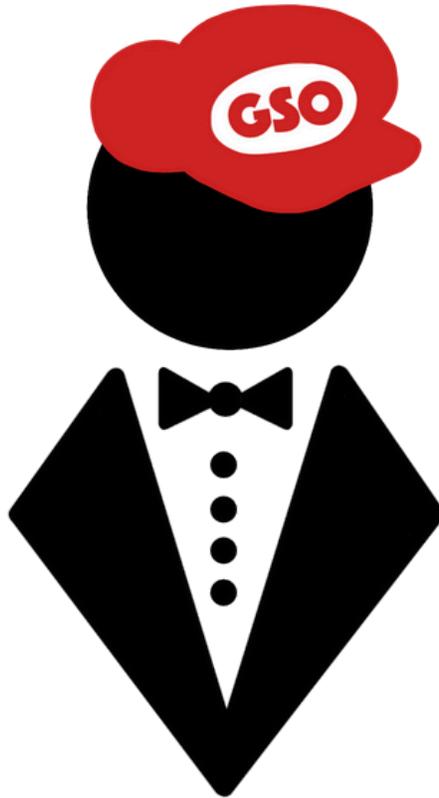


Spring 2025 Small Ensemble
Concert

GAMER SYMPHONY ORCHESTRA

umd.gamersymphony.org



Clarice Smith Performing Arts Center
Gildenhorn Recital Hall
Sunday April 6th, 2025
7:00pm

Wii Music

Wii Music

Kazumi Totaka, arrangement by Insaneintherain

Adapted by Colin Eng

Ft. Anish Bhupalam, Stephanie Do, Colin Eng, Gyuseok Kang, Adam Martinson, Michael Maroney, Blaise Ryan, Braidon Saelens, Shiham Siddiqui, Alex Wong, Yifan Zhang

This fresh arrangement of the Wii Music main theme brings a jazz-infused twist to the beloved melody, drawing inspiration from Carlos Eiene's (insaneintherainmusic) iconic rendition. Wii Music, released for the Nintendo Wii in 2008, encouraged players to explore music-making through improvisation and creativity, offering a playful and accessible approach to performance. This version embraces that same spirit, featuring tenor saxophone and violin—both of which transition to their electric counterparts—to blend smooth harmonies, intricate improvisations, and a dynamic fusion of acoustic and electric textures. Nostalgia meets innovation in this lively reimagining, celebrating the timeless charm of Wii Music through the expressive voices of jazz.



Die Wütende Vögel-Fuge

Angry Birds

Theme by Ari Pulkkinen, Fugue by Jonathan Mui, Original arrangement by Saxton Rios

Adapted for Wind quartet by DanimalCrossing

Ft. Will Duis, Oscar Krug, Michael Wang, Daniel Xing

Angry Birds is one of the first truly viral mobile games to hit the then-brand new iOS app store in 2009. In it, you fling the titular aggrieved avian ammunition at enemy castles built by pigs in order to save their eggs. The iconic *Angry Birds* theme was originally composed by Finnish composer Ari Pulkkinen. Jonathan Mui then used the theme as the subject of a baroque-style 4-part fugue for harpsichord. This arrangement adapts the fugue for a reed quartet.



Eternal Dream

Kirby Triple Deluxe

Megumi Ohara

Arr. Jayden Andrews & Zack Smith

Ft. Jayden Andrews, Harshitha Balijepalli, Stephanie Do, Nailah Harris, Minsi Hu, Cassandra Meyer, Audrey Wiswakarma



Embark on a mesmerizing journey through the enchanted realm of Popstar with “Eternal Dream” from Kirby Triple Deluxe. In this captivating installment, Kirby sets forth on a daring quest to rescue Popstar from the clutches of the enigmatic Queen Sectonia—a ruler whose obsessive pursuit of an unattainable, transcendent beauty has plunged the once-idyllic world into chaos. Adding poignant depth to the tale is Taranza, a sorrowful puppeteer and former friend of the queen, whose flawed execution of her orders unknowingly sets the conflict in motion. Yet, when his error is laid bare, Queen Sectonia coldly betrays him, casting him aside and leaving Taranza to grapple with the crushing weight of losing someone most precious to him. Arranged as a stirring duet, “Eternal Dream” artfully mirrors Taranza’s inner turmoil—his struggle between loyalty and regret—and contrasts his tragic redemption with Sectonia’s ruthless ambition.

Namco Classics

Bosconian, Galaga, Pac-Man, Xevious, Mappy, Dig Dug, New Rally-X

Nobuyuki Ohnogi, Yuriko Keino

Arr. Jacob Keeley, Robert Morris, Quinlan Ngo

Ft. Christopher Assiryani, Carlos Chen, Colin Eng, Robert Morris, Quinlan Ngo, Silas Rager, Michael Shanny

The GSO Brass Ensemble returns! Countless video games have been released over the past few decades, each with their own music. Some have sprawling soundtracks while others only a few incidental pieces. Knowing this, it is remarkable that, to this day, some of most easily recognizable video game melodies come from games four decades old. A pioneer in these early video games was Namco, whose games often simply featured a five second melody played when starting a new game. As their catalogue of games expanded, more elaborate soundtracks were implemented. A myriad of tracks from games exhibiting both of these soundtrack styles is featured here. This medley features melodies from seven different Namco games, with styles ranging from fanfare to ragtime. The GSO Brass Ensemble presents “Namco Classics”.

Window to a New World

Metaphor: ReFantazio

Shoji Meguro, Atsushi Kitajoh and Toshiki Konishi

Arr. Jay Rana & Sami Louguit

Ft. Zander Barrow, Harshitha Balijepalli, Katriel Kasayan, Jay Rana, Patrick Torre, Cynthia Xi

The world of *Metaphor: ReFantazio* is swarming with dangerous monsters, and the threat only worsens during the night. For this reason, long journeys across the continent cannot be made in carriages. Instead, adventurers use gauntlet runners: large mechanical constructs with legs and wings, powered by magical energy called magla. When the protagonist and his allies travel on their gauntlet runner, they stop at awe-inspiring wonders or mysterious dungeons, which are often overflowing with magla as well. This theme plays during the transition between the map and the gameplay during these stops, and is accompanied by a poetic description of the area from More, the game's narrator. The group's feelings of curiosity and anxiety are communicated through the complex chords and dynamic swells throughout the piece, embodying a sense of discovery.

Baka Mitai (I've Been a Fool)

Yakuza 5

Mitsuharu Fukuyama and Ryosuke Horii, Transcribed by Matthew Ahmon, Kai Wong-Nguyen, 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, 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 Kazuma Kiryu in-game, but the lyrics imply that it's sung from the perspective of a woman reflecting on an ex. The use of a specific dialect of Japanese that tends to be less "feminine" in how it's gendered lends to the ambiguity. However, it's main claim to fame started in late 2020 where it was used for some of the first internet deepfake memes based on early face morphing technology.



Intermission!

Chirp

Minecraft

C418

Arr. Jacob Keeley

Ft. Sean Cheng, Matthew Doyle, Claire Huang, Minsi Hu, Jacob Keeley, Daniel Xing, Cynthia Xi, Eric Zhang

Welcome back to Jukebox radio! Our next track is another elusive music disc, only obtainable through the rare occurrence of a skeleton killing a creeper. We start with a curious little lilt, and a warbly melody in the stylophone. Bongos keep us pace as lines are traded between violins and winds, until the groove casually dissipates. A stark texture change brings in ethereal strings and an echoing call in the stylophone. More echoes are heard in the piano and violin before our rhythm finally returns. Swells in the strings, stylophone and winds pull us to and fro as the percussion groove propels us forward. Eventually, all is washed away amidst the pondrous echoes. Sit back, relax, dance in your seat - whatever makes you comfortable. We hope you enjoy our third installment in our *Minecraft* music disc repertoire: "Chirp".



Break Free (Lead the Way)

Super Mario Odyssey

Naoto Kubo

Arr. Christopher Assiryani

Ft. Christopher Assiryani, Mikayla Durr, Colin Eng, Adam Martinson, Silas Rager, Shiham Siddiqui, Ella Valentine

After crashing Bowser's wedding on the moon and saving Princess Peach, Mario & Cappy are faced with one final obstacle: the whole place is collapsing under its own weight! The floor falls out from beneath them, and they all fall into the center of the moon. The way forward is blocked, so in a last-ditch effort, Mario captures the unconscious Bowser, taking control of his body in order to bring Peach to safety. As they escape, the Earth becomes visible through the falling rocks. Will saving Peach be enough for Mario to win her over?

Warbringers: Jaina

World of Warcraft

Neal Acree, lyrics Robert Brooks

Arr. Ella Valentine

Ft. Jayden Andrews, Zander Barrow, Rebeccah Chambers, Mikayla Durr, Ryan Goldsmith, Miles Goyal, Marsh Hessler, Joseph Kleinman, Theresa Menna, Evangelyn Olson, Neel Sanghvi, Aaron Stephen, Ella Valentine, Aidan Wilbur, Jack Wethington



“Warbringer: Jaina,” or “Daughter of the Sea” as it’s known diegetically in Azeroth, is a traditional Kul Tiran sea shanty about one of the main protagonists of the Warcraft franchise, Jaina Proudmoore. The shanty’s lyrics, set to an old folk song’s melody, criticize Jaina for her role in the death of her father during a battle between the Alliance and the Horde. After the Admiral’s death, the people of Kul Tiras viewed her as a traitor, rewriting the lyrics to warn outsiders not to trust the mage. However, after years away from her homeland, Jaina Proudmoore returned, embracing the moniker of “Daughter of the Sea.” As you listen to this arrangement featuring a 15-person primarily lower-voice choir accompanied by acoustic guitar, imagine yourself as a new seafarer stopping into a small port town and hearing this song of warning from the locals hard at work.

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, 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!

Fiery Pursuit

Genshin Impact

Yu-Peng Chen

Arr. Jacob Keeley and DanimalCrossing

Ft. Stella Garner, Noah Goldberg, Claire Huang, Jacob Keeley, Adam Martinson, Robert Morris, Wren Poremba, Shiham Siddiqui, Daniel Xing, Amy Wang



The Raiden Shogun's Sankoku Decree has closed off all of Inazuma to the outside world. Visions, the mark of a god's favor and source of elemental power, are confiscated across the land for the sake of Eternity. A lone wandering samurai dares to resist Tenshukaku in pursuit of freedom, as a civil war over the future of the Inazuman islands brews. The battle has only just begun.

Dinner at Saltbaker's

Cuphead

Kristofer Maddigan

Arr. Neel Sanghvi, Theresa Menna, Robert Morris

Ft. Rebeccah Chambers, Mikayla Durr, Miles Goyal, Theresa Menna, Robert Morris, Archita Naik, Neel Sanghvi, Logan Swaisgood



Welcome one and all to the Cuphead Show*! For tonight's menu: a delectable four-course meal highlighting events from Cuphead and its DLC, prepared in a barbershop quartet-style with some twists! For our first course, we present "Don't Deal with the Devil", a sly warning about rolling the dice with the wrong people. Of course, after losing too many dice rolls, it is most wise to take a "Quick Break" – the subject of our second course where we urge those with a skill issue to touch some much needed grass. Who hasn't died one too many times to the same boss? After our main content, our DLC, "Delicious Last Course", introduces a new, fresh flavor into the mix. Finally, we wrap up with dessert: a reflective and resolute taste of "The Key Ingredients" in our time together. We hope you'll enjoy this dinner and show, starring eight of the finest singers the Gamer Symphony Orchestra has to offer, and perhaps even a surprise appearance from the head chef himself!

*note: gratuity not included; do show your appreciation by tipping at the door!

Waluigi Pinball/The Credits Roll

Mario Kart DS/Super Mario 3D World

Shinobi Tanaka/Mahito Yokota, Toru Minegishi, Yasuaka Iwata, Koji Kondo

Arr. Francesco Berrett & Robert Morris/Robert Morris

Ft. Serena Alamina, Zander Barrow, Maegan Blake, Francesco Berrett/Claire Huang, Nicholas Curtis, Colin Eng, Manny Fitsum, Noah Goldberg, Adam Martinson, Robert Morris, Peter Mortensen, Quinlan Ngo, Alex Powers, Silas Rager, Jake Rives, Braidon Saelens, Michael Shanny, Davis Xu, Valerie Yen

The GSO Big Band returns with a combination of pieces that's sure to leave you grooving and nostalgic! Tonight, we feature a classic *Mario Kart DS* track that left players bouncing around more than any other in the game. We don't think Waluigi was a pinball wizard, but you need to be to successfully win on this track! Featuring some wild syncopation and typical jazz crunch, we hope you enjoy our journey through the inner workings of a pinball machine. But wait, there's more! To properly send off our wonderful audience, we figure it's time to celebrate all your support AND groove just a little bit more. From *Super Mario 3D World*, please enjoy "The Credits Roll". That's all folks!

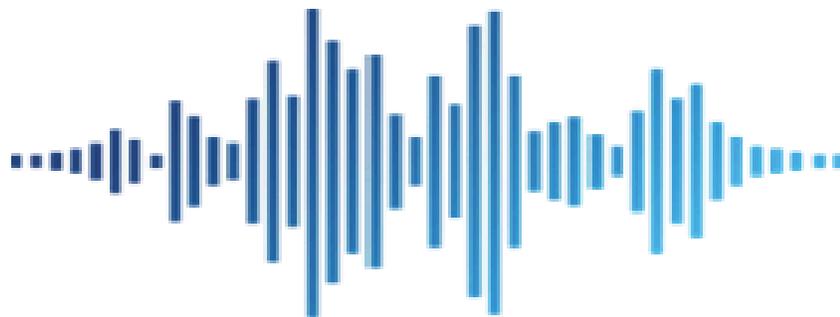


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Dr. Laura Schnitker

Prof. Marybeth Shea

and...

YOU!