The Gamer Symphony Orchestra

at the University of Maryland

umd.gamersymphony.org
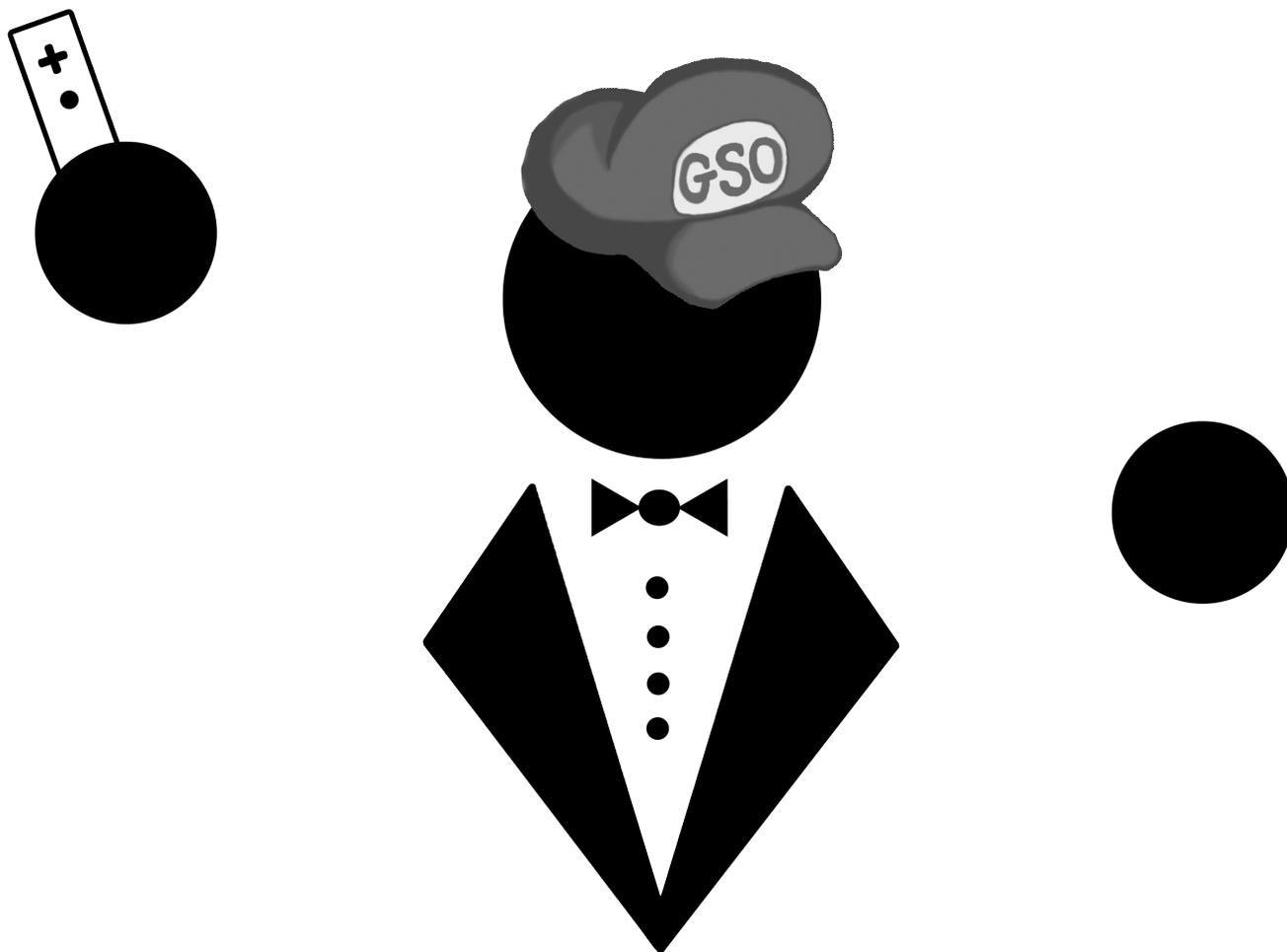
Fall 2011 Concert

Saturday, December 3, 2011, 2:00 pm

Dekelboum Concert Hall
Clarice Smith Performing Arts Center

Kira Levitzky, Conductress

In the fall of 2005, student violist Michelle Eng sought to create an orchestral group that played video game music. With a half-dozen others from the University of Maryland Repertoire Orchestra, she founded GSO to achieve that dream. By the time of the ensemble's first public performance in spring 2006, its size had quadrupled.

Today GSO provides a musical and social outlet to 120 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 February GSO had a special role at the Video Games Live performances at the Strathmore in Bethesda, Md. The National Philharmonic performed GSO's arrangement of "Korobeiniki" from Tetris to two sold-out houses.

Aside from its concerts, GSO also holds the "Deathmatch for Charity" every spring. All proceeds from this video game tournament benefit Children's National Medical Center in Washington, D.C.

GSO has also fostered the creation of two similar high school-level ensembles in Rockville, Md., and Damascus, Md. The Magruder High School GSO was founded late in 2008 and the Damascus High School GSO began rehearsals this February.

Find GSO online at umd.gamersymphony.org

GSOfficers

President: Alexander Ryan
Vice President: Brandon Hauk
Treasurer: Darrell Schaffer
Secretary: Christina deGraft-Johnson
Conductress: Kira Levitzky
Choral Dir.: Kyle Jamolin
Music Dir.: Joseph Wang
Orchestra Manager: Michelle Rosen
Officers-at-Large: Joel Guttman,
   Laura Peregoy
Advertising Dir.: Katie Noble
Fundraising Dir.: Fiona McNabb
Webmaster: Ayla Hurley

GSO Founder: Michelle Eng
Faculty Advisor: Dr. Derek
   Richardson, Dept. of Astronomy
GSO Logo: Matt Maiatico,
   Katie Noble
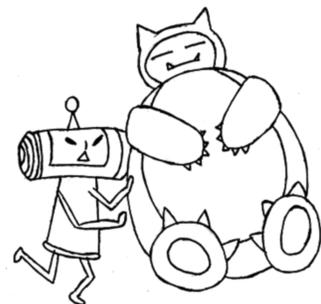
Program Layout: Ayla Hurley
Program art by: Jess Gonzales, Diana Taylor, Jasmine Taylor, Tess Krimchansky, Xiaobo Tang, Kyle Jamolin, Meg Eden

Gamer Symphony Orchestra Roster

Alto Sax
Song Fu*
Michael Powers
Joseph Wang

Baritone Sax
Tim Williams

Bass Clarinet
Seth Davis
Erin Grand

Bass Guitar
Darrell Schaefer*
Gerald Tagunicar

Bassoon
Douglas Eber
Randall Perrine*

Cello
Tina Dang
Carli Follett*
Alyssa Snider

Clarinet
Andrew Bishop
Nathan Cloeter
Jason Lenkowsky
Scott Miller
Greg Steffensen
Michael Wellen*

Contrabass
Amelia Li
Isabel Martinez

Drum Set
Sterling Huber

Euphonium
Dvir Kafri*
Ryan Largent

Flugelhorn
Robert Garner

Flute
Mary Beck
Peter Karp
Samantha Kretschmer
Jingyou Xu

French Horn
Anna Costello*
Joe Cross
Sam Deschenaux
Diane Kim

Guitar
Maryann Moses
James Tarkenton

Oboe
Jake Coppage-Gross
Kristi Engel*

Percussion
Cameron Camp
Eden Davis
Connor Trexler

Piano
Andrew Baer
Xin Huang
Julius Verzosa*

Piccolo
Michelle Rosen*

Tenor Sax
Philip Mastandrea
Kane Wade

Trombone
Peter English
Joel Guttman
Kevin Mok
Drew Star*

Trumpet
Mike Charles
Jesse Cummings
Sam Nassau
Matthew Phipps*
Alexander Ryan

Viola
Chia-min (Jack) Chen
Stephanie Cross
Katie Hergenreder
Tacy Lambiase*
Sonya Lu
Victor Ontiveros

Violin 1
Eric Borrero
Victoria Chang
Jack Chen
Matt Costales
Shirin Majidi
Melissa Ou
Brittany Reinach
Laura Stayman**
Alexa Stott
Andrew Wang
James Wissman

Violin 2
Nicole Anderson
Rohin Chand
Christina deGraft-Johnson
Jessica Gonzales
Christopher Lee*
Curtis Mitchell
Katie Noble
Rebecca Parker
Jonathan Poplawski

**concertmistress
*section leader

Gamer Symphony Orchestra Chorus Roster

Soprano
Octavia*
Diana Bestul-Taylor
Jasmine Bestul-
   Taylor
Zoë DiGiorgio
Ayla Hurley
Jelila Mohammed
Christi Rajnes

Alto
Meg Eden
Farah Khan
Tess Krimchansky
Fiona McNabb
Holly Wu*
Soumya
   Yanamandra

Tenor
Connor Davis
Kevin Hencke*
Anthony McMannis
Laura Peregoy
Hark Tagunicar
Xiaobo "Michael"
   Tang
Ben Walker
Benjamyn Ward

Bass
Simeon Anfinrud
Scott DeHart
RaVaughn Green
Jesse Halpern
Brandon Hauk*
Michael Ohr
Peter Shi
Carlton Smith
Tevis Tsai
Stephen Wiley
Robert Zimmerman

Concert Program

Towards the Stars
Composed by Mahito Yokota, Koji Kondo; Naoto Tanaka; Nobuo Uematsu
Super Mario Galaxy (2007), *Mega Man X6* (2001), *Final Fantasy VII* (1997)
Arrangement by Chris Apple
Featured Soloists: Kira Levitzky, flute; Jacob Coppage-Gross, piano

This arrangement is meant to signify the flute's role within the video game music world. This medley of three different works demonstrates various styles of music present in video games and only contains songs which either feature the flute or a flute-like synthesized sound within the video game.

    The first piece is The Comet Waltz from Super Mario Galaxy. The piece is meant to represent Princess Rosalina, who left her home one day to travel to outer space with star-shaped creatures called Luma. She has lived in a space station for centuries since she cannot set foot on land. Every 100 years she returns to orbit her home planet and lovingly look down on it from space.

    The second piece is Commander Yammark's theme from Mega Man X6. He is a dragonfly-humanoid that is able to control dragonflies and send them on the attack.

    The third piece is Cosmo Canyon from Final Fantasy VII. The canyon is an area where one can commune with nature and the planet. One of the characters was born there, and his father died there when he was a child. This character can get very close to the spirits of the dead in this sacred place, but not quite close enough to speak to them.

Fate of the Unknown
Composed by Yoko Shimomura
Kingdom Hearts II: Final Mix (2010)
Arrangment by Katie Noble
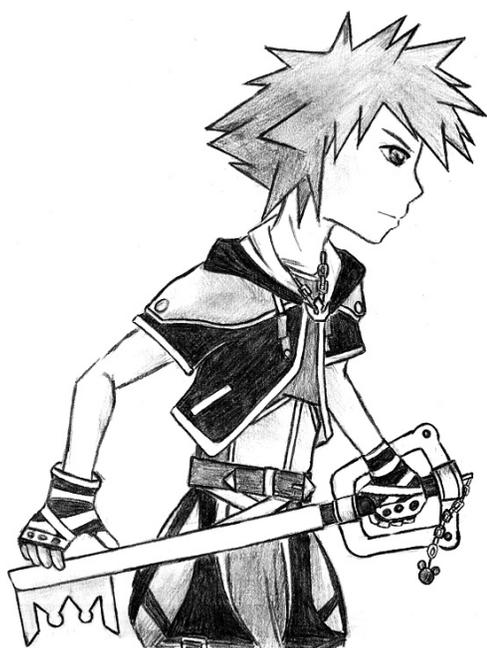
"Fate of the Unknown" is probably most widely recognized as the soundtrack to the secret trailer for Kingdom Hearts: Birth by Sleep, which can be seen only after defeating Kingdom Hearts II: Final Mix under certain circumstances. The trailer shows the climax of each of the three possible stories in Birth by Sleep. The accompanying music beautifully depicts the misguided determination of Terra, the anguishing fate of Ven and the solemnity of Aqua. The final seconds of the piece build up to what will become a long and trying journey for a young boy living on a cluster of Destiny Islands...

Laharl-sama no Sanbika

Composed by Tenpei Sato, Lyrics by Sohei Niikawa
Disgaea: Hour of Darkness (2003)
Arrangment by Michelle Eng and Christopher Lee
Translation by Xiaobo Tang
Mezzo-Soprano Solo performed by Diana Bestul-Taylor and Jasmine Bestul-Taylor

Laharl, the heir to the overlord of the netherworld, awakens to find his father dead and his vassals gone, trying to take over the throne. He sets out to take back what is rightfully his by proving that he is the strongest demon of the netherworld, but not without learning the true meaning of love! As an ode to the demon, we welcome the two ladies who will be taking us on a journey through Laharl's antics in this mischievously evil yet mocking piece. Laharl has also demanded that he become the main character of this concert, but that was foiled by the actual main characters.

Lyrics and Translation:

kare no na o kikeba shisha mo mezameru chi mo namida mo nagarenu aku no keshin donna akuma de mo hadaka de nigemadou	Upon hearing his name, even the dead will awaken. He's an embodiment of evil, which sheds neither blood nor tears. Any demon will run from him naked in fear and confusion.
sono na mo Rahāru-sama	That name, is Lord Laharl.
makai o suberu kikōshi, kami no tekitaisha hito wa kare no mae ni hizamazuki inochigoi o suru	A noble prince that controls the demon world, and the gods' archenemy. People kneel in front of him begging for life.
"hikaeyo monodomo"	"Know your place! Underlings!!"
mi no ke yodatsu, mashō no kōshin daremo kare o tomerarenu kuraki michi o kiyoku tadashiku chimimōryō to chōryōbakko aku no hanamichi eien nare	His demonic parade makes people's body hairs stand. He can be stopped by no one. He marches on the dark path nobly and righteously with all sorts of demons and rampant domination. The stage platform of evil shall be eternal.
daremo ga akogareru aku no erīto toire de te o arawanu mina no otehon shumi wa yofukashi ni hiasobi takawarai	He's an elite of evil admired by all. He's a role model who doesn't wash his hands after using the toilet. His favorite hobby is playing with fire and laughing wildly in the dead of the night.
sono na mo Rahāru-sama	That name, is Lord Laharl.
tsunda akugyō kazu shirezu, makai no nanbā wan suki na kotoba wa "akugyaku-hidō" "bōjaku-bujin" "yoi ko no aidoru"	He carried out countless evil deeds, number one in the demon world. His favorite words are "atrocity," "insolence," and "good children's idol."
mi no ke yodatsu, mashō no kōshin daremo kare o tomerarenu kuraki michi o kiyoku tadashiku chimimōryō to chōryōbakko aku no hanamichi	His demonic parade makes people's body hairs stand. He can be stopped by no one. He marches on the dark path nobly and righteously with all sorts of demons and rampant domination; a stage platform of evil.
yami ni somare, kono yo no subete daremo kare ni sakaraenu yume to kibō akumu ni kaete seigi no mikata uchikudaku dāku hīrō	Let everything in this world be engulfed by darkness. Nobody can disobey him. He turns dreams and hopes into nightmares. He's a dark hero who crushes those that befriend justice.
aku no ikizama eien nare	His evil ways of life shall be eternal.

Civilization V
Composed by Geoff Knorr and Michael Curran
Civilization V (2010)
Arrangment by Geoff Knorr and Chris Apple

From humble beginnings to the present day and beyond, Civilization's soundtrack navigates thousands of years of human history. The game features dozens of songs which celebrate numerous cultures, many of the melodies and themes based on real traditional music. This arrangement is a reflection of that incredible diversity. Sung in four languages (Farsi, Russian, English and Gaelic), this piece follows the peoples of the world through times of peace and conquest, and tells the story of how we are all connected.

Star Fox Credits
Composed by Hajime Hirasawa
Star Fox (1993)
Arrangment by Gerald Tagunicar and VGMusic.com

Star Fox is the first video game that uses the Super FX chip technology, which displays 3D polygon graphics. The game revolves around Fox McCloud, who pilots a spacecraft called an Arwing. He is accompanied by his teammates, Peppy, Slippy, and Falco to fend off the army of Andross, the main antagonist. The arrangement is played after defeating Andross, so listen for themes of victory, celebration, and the unknown that is outer space. P.S. Do a barrel roll!

15-Minute Intermission

Sea Breeze
Composed by Sergei Mantis (aka Noriko Hibino)
Metal Gear Solid 3: Snake Eater (2004)
Arrangment by Kyle Jamolin
Featured Soloists: Darrell Schaeffer, guitar; Maryann Moses, guitar; Kyle Jamolin, piano; Gerald Tagunicar, bass guitar; Eden Davis, drums

Shooting Reds got you down? Protecting the entire Western World from complete annihilation a drag? Being a pawn in a global game of chess stressing you out? Then look no further! Let the Big Boss Quintet calm your nerves and fill your stamina gauge with this "Healing Track!" Let images of a soothing beach clear your thoughts as you defend the freedom of your country in a dangerous mission behind enemy lines!

Oh, Buta-Mask
Composed by Shogo Sakai
Mother 3 (2006)
Arrangment by Christopher Lee

"Oh, Buta-Mask!", "Buta", meaning "Pig" in Japanese, is composed of two battle themes from Mother 3. The first theme is the "Pig March," the "Pigmask Battle Theme," and the second theme is "Unfounded Revenge," one of the many boss themes and is also used in Super Smash Bros. Brawl.

Metal Gear Solid Medley
Composed by Harry Gregson-Williams, et al.
Metal Gear Solid (1998), *Metal Gear Solid 2* (2001), *Metal Gear Solid 3* (2004)
Arrangment by Gerald Tagunicar

The main protagonist, Solid Snake, is a Special Forces stealth operative who repeatedly faces super-weapons of mass destruction, known as Metal Gear. Listen for heroic, sneaky, and adrenalin-pumped themes. The arrangement starts with the "Metal Gear Solid 2" main music, followed by a theme played when enemy soldiers discover Solid Snake's presence. The "Metal Gear Solid 3" main theme appears next, followed by a jazzy-rendition of the main theme. The piece concludes with a James Bond-esque ending.

Shadow of the Colossus
Composed by Kow Otani
Shadow of the Colossus (2005)
Arrangment by Kira Levitzky, Lyrics by Diana Taylor
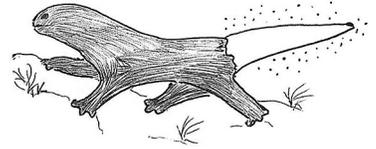
Wander's love has fallen unto the clutches of death. A god-like being promises Wander his love will return to life if he goes forth and slays the 16 colossi spread across the landscape. As Wander searches and kills the Colossi in order to try to resurrect his love, fiercely awesome music plays in the background. The beginning part of this arrangement focuses on the ethereal choral-heavy title and credit sequence music while the battle music provides an energetic representation of the music from this award winning game.

Pokémedley
Composed by Junichi Masuda, John Loeffler, et al.
Pokémon Red and Blue (1998), *Pokémon Black and White* (2011),
Pokémon: Indigo League (TV series, 1998)
Arrangement by Douglas Eber, Robert Garner, Christopher Lee

NEW POKÉDEX ENTRY: POKÉMEDLEY
Successful trainers must be cunning, determined, and downright lucky to capture even a small sampling of the hundreds of different Pokémon species. Only then can they have any hope of becoming Pokémon masters. GSO's musical interpretation reflects the excitement of this wildly successful game franchise, which got its start in Japan in 1996. The medley tells the story of an aspiring trainer's first Pokémon catch and eventual battle with despised rival (and generally unpleasant person) Gary Oak. How many melodies can you pick out? Gotta catch 'em all!

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How are we doing?

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The GSO is partially funded by the Student Government Association, but most of our operating costs are covered by donations by members and fans. Please consider enclosing a donation with your feedback to help us continue providing our free concerts. Tax-deductible Donations can also be made through the "Giving To Maryland" program at GSO's website (*http://umd.gamersymphony.org/*).

Checks made out to UMD College Park Foundation (with Gamer Symphony Orchestra written on the memo line) qualify as **tax-deductible** charitable gifts*!

How did you hear about the Gamer Symphony Orchestra?

What arrangements would you like to hear from GSO? Do you have other comments about our performance?

Please write down your e-mail address if you would like to receive message about future GSO concerts and events (about three per semester). Please print legibly!