

The Gamer Symphony Orchestra  
at the University of Maryland



Fall 2024  
Small Ensemble Concert

Gildenhorn Recital Hall  
The Clarice Smith Performing Arts Center

Sunday November 3rd, 2024  
2:00PM

*[umd.gamersymphony.org](http://umd.gamersymphony.org)*

## Banjo-Kazooie

*Banjo-Kazooie*

Arr. Robert Morris

Ft. Nathan Chesla, Colin Eng, Blaise Ryan, Braidon Saelens, Andrew Miguel Villegas, Davis Xu

*Banjo-Kazooie* is an (apparently) defunct series released originally for the Nintendo 64 by the company Rare, known for numerous classics of the early Nintendo era including *Goldeneye* and *Donkey Kong Country*. The titular characters of Banjo, a honey-bear, and Kazooie, a made up bird known as a breegull, are tasked with rescuing Banjo's sister Tooty who was kidnapped by the evil witch Gruntilda! Banjo and Kazooie are incredible foils of each other; the mild-mannered Banjo full of respect for others while Kazooie typically berates anyone and everyone seemingly just because! As the two of them get sent out on this adventure, the zany 3D worlds stunned many players with creative characters, beautiful colors, and sometimes, absolute chaos! Please enjoy the title theme to this classic, unfortunately *not* featuring the Kazoo!



## Far

*Minecraft*

Arr. Jacob Keeley

Ft. Jacob Keeley, Cynthia Xi, Minsi Hu, Matt Doyle, Daniel Xing, Anish Bhupalam, Claire Huang

Your local jukebox radio and their feathery host have returned to present to you another of *Minecraft*'s elusive music discs! Unlike the previously performed Cat, Far cannot be obtained from a dungeon chest. Instead, the stars must align to allow for the rare event of a skeleton killing a creeper with one of its arrows. This unusual occurrence results in the creeper's life being exchanged for a music disc, with Far being one of many that can be obtained this way. This disc lives up to its name, as its spacious soundscapes make you feel like you are catching glimpses of far away melodies. In this adaptation, clarinets, violins and piano return, and are joined by the reverberant tones of vibraphone and electric guitar. Now sit back, relax, and let the music take you far away.

## Natlan

*Genshin Impact*

Arr. Daniel Yee, adapted by DanimalCrossing

Ft. Michael Wang, Emily Schultz, Michael Reed, Amy Sheeham, Emily Hao, Peter, Marsh Hessler, Matt Doyle, Daniel Xing, Sarayu Jilludumdi, Regina Yuendling, Jonathan Alonzo, Brock Ryan

*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.

## God Only Knows

*Bioshock Infinite*

Arr. Robert Morris

Ft. Robert Morris, Neel Sanghvi, Francesco Berrett, Aidan Wilbur

Welcome to Columbia, the city in the sky. When *Bioshock* fans saw initial trailers for *Bioshock Infinite*, the third game of the series, many were stunned by the drastic visual change from the underwater city full of systemic oppression that was Rapture. Despite the beauty, mystifying technology, and apparent patriotism that Columbia preaches to the player, the city holds a dark secret. You play as Booker, a private investigator tasked with finding Elizabeth, a missing girl who is being held prisoner due to her ability to open up "Tears" in space and time. But disregarding all the *Bioshock* story beats you expect, every player remembers seeing Columbia for the first time. The clouds open up and the sun beams down strongly on you and what appears to be a United States World's Fair is laid out in front of you in a truly stunning opening. As you initially wander this city, despite it being canonically 1912, you hear some familiar tunes ...wait isn't that one by the Beach Boys? Please enjoy *God Only Knows*, a piece near and dear to mine and my fiancée's hearts.



## Twinleaf Town

*Pokémon Diamond & Pearl*

Arr. Sean Cheng

Ft. Sean Cheng, Michael Maroney, Adam Martinson, Gyuseok Kang, Claire Huang, Minsi Hu

In the very beginning of *Pokémon Diamond & Pearl*, you find yourself in the drowsy atmosphere of Twinleaf Town. Let go of your worries and allow the wistful sounds of Twinleaf town wash over...



## Song of Healing

*Legend of Zelda: Majora's Mask*

Arr. Francesco Berrett

Ft. Francesco Berrett, Robert Morris

Originating in *The Legend of Zelda: Majora's Mask*, Song of Healing quickly cemented its place in the Zelda music canon. The piece is central to the story, being used by the player character Link to soothe varying characters around the world of Termina. In the melancholic, doomed world of Majora's Mask, Song of Healing is a leitmotif that represents a beacon of hope.



## Live and Learn

*Sonic Adventure 2*

Arr. 15liters, adapted by Shiham Siddiqui

Ft. Shiham Siddiqui, Blaise Ryan, Colin Eng, Adam Martinson, Neel Sanghvi

“Live and Learn” is the electrifying theme song from the iconic video game *Sonic Adventure 2*. With its adrenaline-pumping rock melody and empowering lyrics, the song perfectly captures the spirit of Sonic's epic adventures. As players race through action-packed levels, “Live and Learn” serves as the ultimate anthem, inspiring determination and resilience in the face of challenges. Whether soaring through the skies or battling foes, this dynamic track propels players forward, reminding them to seize every moment and embrace the journey of growth and discovery.



*Intermission!*

## ...con lentitud poderosa

*Risk of Rain 2*

Arr. Alex Barker

Ft. Shiham Siddiqui, Noah Goldberg, Adam Martinson, Colin Eng, Stephanie Do, Daniel Xing, Jacob Keeley

Once upon a time, there were two brothers, Mithrix and Providence. Both had god-like powers, with Mithrix loving design and Providence loving to create. However, Mithrix wanted to use their powers to conquer the stars while Providence cared for the weakest creatures he created, leading to a rift between the two. When Mithrix teleported to the moon, Providence sealed him there. After an unknown length of time, you find yourself on the moon too, fighting a brother filled with betrayal and a desire for revenge.

## Combat Beneath the Waves

*Genshin Impact*

Transcribed by Mayumi Kozakura and Danimal Crossing

Arr. DanimalCrossing

Ft. Stephanie Do, Mikayla Durr, Michele Imamura, Michael Maroney, Theresa Menna, Benji Shin, Daniel Xing

The land of Enkanomiya (“Palace Below the Depths”) is a region in Teyvat that lies directly below Watasumi Island. Originally known as Byakuyakoku (“Land of the Midnight Sun”), a global cataclysm cast it below the depths of the sea, teetering on the edge of the three realms. Today, it lies abandoned, its people now living on Watatsumi Island. Only the roar of Bathysmal Vishaps and the cries of the Abyss Order remain...

Originally composed as a string quintet with supporting vocalists by Yu-Peng Chen for *Genshin Impact*, “Combat Beneath the Waves” is one of the themes played in Enkanomiya as you fight Bathysmal Vishaps and agents of the Abyss in a quest to save Watatsumi Island from ecological disaster.

This piece was performed at our Spring 2022 Concert in Dekelboun Hall. Follow us on our social media platforms or visit our website to stay up-to-date on our latest



## Good Riddance

*Hades*

Arr. Darren Korb

Ft. Valerie Yen, Francesco Berrett, Shiham Siddiqui

From the award winning indie series *Hades*, “Good Riddance” is a touching duet sung by Eurydice and Orpheus from the classic greek myth of two separated lovers. For those unfamiliar with mythos, Orpheus, a gifted musician, descends into the Underworld to retrieve his wife, Eurydice, who died. He is allowed to bring her back but must not look at her until they reach the surface; he ultimately fails, losing her forever. The song is Eurydice reflecting on how her time in the afterlife is a relief from life’s struggles. Inevitably, when she is reunited with her lover during the story of Hades I, it’s Orpheus’ reflection too.

## Shovels and Shields

*Shovel Knight: Shovel of Hope*

Arr. Robert Morris, Christopher Assyryani

Ft. Robert Morris, Christopher Assyryani, Peter Mortensen, Manny Fitsum, Nick Curtis, Beau Carter, Silas Rager, Carlos Chen

GSO’s Brass Ensemble returns, heralding a tale of Shovel Knight’s adventures. This medley begins with the triumphant main theme, shifting between a variety of motifs that tell the tale of his heroic endeavors. This confidence doesn’t last forever, though -- despite his victories and the adventure, Shovel Knight is haunted. One fateful (k)night, as our hero falls asleep beside a campfire, we enter into a dream sequence in which Shield Knight, his lost love, falls from the sky above him. Shovel Knight must fend off the monsters and catch her before it’s too late. A soft, persistent requiem plays, evoking the tension, loss, and distress Shovel Knight feels. But, he always awakens and the journey continues. She’s waiting. She has to be. Press on, Shovel Knight. The GSO Brass Ensemble presents *Shovels and Shields*.





## Sleeping in the Cold Below

*Warframe*

Arr. Logan Swaisgood

Ft. Logan Swaisgood, Ryan Goldsmith, Aaron Stephen, Joseph Kleinman, Marsh Hessler, Ella Valentine, Jack Wethington, Tiffany Bixler, Sanna Moore, Theresa Menna, Jason Tang, Sarah Blaufuss, Joey Yeoh, Stella Garner, Neel Sanghvi

In the far future, the Solar System is split between various tyrannical human factions, but the player character and the Tenno stand for the good of humanity. Against forces like the decaying Grineer and profit-hungry Corpus, the Tenno use their Warframes, avatars of immense power, to defend humanity against its fallen descendants. In deep space, near Pluto, the Corpus have ambushed a rogue Tenno ship, the Tempestarii, and its captain, Sevagoth, the Warframe of the Dead. Playing as Sevagoth, the player must face wave after wave of Corpus soldiers in an endless field of water as their ship stands against the Sun, frozen in time at the moment of its destruction. Sleeping in the Cold Below, the lament of the Corpus soldiers cut down by the Tempestarii, combines the feel of 19th-century sea shanties with the visuals of a cosmic ocean to create an unforgettable experience.

## Final Duet

*Omori*

Arr. duplicarto

Ft. Claire Huang, Kat Kasayan

In a realm where dreams collide with reality, players are invited to journey alongside Omori, a young soul navigating a vibrant yet haunting landscape. Players guide a boy named Omori through the surreal world of Headspace, accompanied by his friends Basil, Kel, Aubrey, Hiro and his sister Mari. As they explore whimsical landscapes and confront bizarre creatures, they uncover the dark truths of Omori's past and the trauma he struggles to escape. The journey culminates in difficult choices that determine the outcome, reflecting themes of loss, guilt, and the quest for healing. "Final Duet", written by Pedro Silva, poignantly encapsulates themes of loss and regret, highlighting a Sunny's reflection on relationships and choices, ultimately leading to a cathartic resolution.

## Cheese Land

*Mario Kart 8*

Arr. John Morales, adapted by Robert Morris

Ft. Robert Morris, Valerie Yen, Blaise Ryan, Peter Koslov, Colin Eng, Braidon Saelens, Silas Rager, Beau Carter, Jake Rives, Quinlan Ngo, Nick Curtis, Peter Mortensen, Manny Fitsum, Anish Bhupalam, Claire Huang, Shiham Shiddiqui, Adam Martinson

Have you ever heard that the Moon is made of cheese? A classic conspiracy theory...or is it? Mario and friends in this distant year of 2024 are certainly used to racing in exotic environments from the Mushroom Kingdom to Bowser's Castle and even to some Rainbow Road somehow floating in space? But the genius minds at Nintendo started thinking. Who cares about the moon, anyhow right? What if the entire track was made of cheese? Welcome to Cheese Land. Originally appearing in Mario Kart: Super Circuit, this track reappears in Mario Kart 8. Watch out for the Little Mousers! Scored for big band, please enjoy the classic soundtrack that accompanies this race.



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**YOU!**