



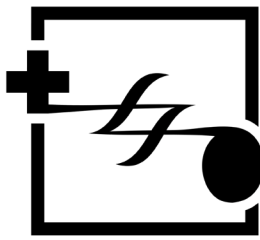
*The Washington Metropolitan Gamer Symphony Orchestra presents*

# Video Game Music

## Live in Concert

June 18, 2016 - Falls Church, VA

June 25, 2016 - Rockville, MD



WASHINGTON METROPOLITAN

# Gamer Symphony Orchestra

The WMGSO is a community orchestra and choir whose mission is to share and celebrate video game music with as wide an audience as possible, primarily by putting on affordable, accessible concerts in the D.C. area.

Game music weaves a complex melodic thread through the traditions, shared memories, values, and myths of an entire international and intergenerational culture — yet it largely escapes recognition in professional circles. WMGSO showcases this emerging genre and highlights its artistry.

Incorporated in December 2012, WMGSO grew from the spirit of the GSO at the University of Maryland. The WMGSO's debut in June 2014 attracted an audience of more than 500. That same month, the IRS accepted WMGSO's application to become a 501(c)(3) tax-exempt organization, opening even more opportunities for the orchestra to grow. To provide partial funding for its spring 2015 and 2016 seasons, WMGSO received grants from the Arts and Humanities Council of Montgomery County.

## About the Music Director



WMGSO's Music Director is Nigel Horne. Nigel is an experienced conductor, clinician and composer, with a degree in band studies from the University of Sheffield, England, and a Master of Philosophy in Free Composition from the University of Leeds. Nigel has also directed the Rockville Brass Band since 2009.

### Board of Executives

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To learn more about the benefits of becoming a WMGSO Supporter, please speak to a member of our staff in the lobby, or visit us at [wmgso.org/donate](http://wmgso.org/donate).



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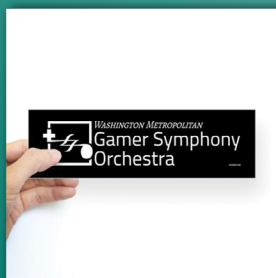
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# Roster

## Piccolo

Jess Bateman

## Flute

Jess Bateman  
Jessie Biele  
Jessica Robertson

## Alto Flute

Jess Bateman

## Oboe

Jenn Ganss  
Griffin Moskowitz

## Clarinet

Alisha Bhore\*  
Rose Weich

## Bass Clarinet

Yannick Joseph

## Alto Sax

Anna Trejo  
Joseph Wang

## Tenor Sax

James Robertson

## Baritone Sax

Jason Troiano

## Bassoon

Doug Eber  
Kristi Engel  
Amelia Myers

## Horn

Matthew Eisenberg\*  
George Marshall  
Jamin Morden  
Alexander Rise

## Trumpet

Robert Garner  
Richard Gray  
Ethan Rossberg

## Flugelhorn

Robert Garner

## Trombone

Josh Haas  
Iain Kierzewski

## Bass Trombone

Edwin Miller

## Tuba

William Campbell

## Percussion

John Burke  
Nadine Markham-Itteilag  
Lee Stearns\*  
Marissa Troiano

## Harp

Claire Boswell  
Rebecca Wertz

## Piano

Jasmin Hottle

## Electric, Acoustic Guitar

Daniel Bae

## Bass Guitar

Adam Nash  
Julius Verzosa

## Soprano Voice

Melissa Apter  
Catherine Campbell  
Meredith Chen  
Zeynep Dilli\*  
Sarah Elkins  
Tracy Flanders  
Reed Garnett  
Mimi Herrmann  
Ayla Hurley

## Alto Voice

Claire Hedgespeth  
Tegan Hendrickson  
Anastasiia Panchenko  
Nicole Pennington  
Laura Peregoy  
Olivia Smith-Elnaggar  
Holly Wu\*  
Stephanie Yang  
Sara Zeglin

## Tenor Voice

Evan Baumel  
Darin Brown  
Benton Green  
Kyle G. Jamolin  
William Mettle  
Xabier Mugica  
Benjamin Tousley  
Sheldon Zamora-Soon\*

## Bass Voice

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Jacob Coppage-Gross  
Marshall Finch  
Daniel Gonzales  
Matthew Harker  
Jeremy Hersh  
Mark Shrout  
Stephen Wiley

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Judson Battaglia  
Jaclyn Beck  
Josué Diaz  
Maria Koelbel  
Curtis Mitchell  
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Samantha Tynes  
Tyler Zimmerman

## Viola

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Adrian Francisco  
Victor Ontiveros  
Paula Williamson

## Cello

Dave Bates  
Joshua Colbert  
Sheryl Friedlander  
Tabia Gaston  
Dani Maynard

## Contrabass

Thaddaeus Engelking

\*\* CONCERTMASTER

\* SECTION LEADERS

# START!

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## **The Battle Begins**

*Heroes of the Storm (2015)*

**Jason Hayes and Glenn Stafford**

*Arr. Chris Apple*

“Heroes of the Storm” is a monumental gathering of characters from all across game publisher Blizzard’s franchises. Heroes and villains from “Warcraft,” “Starcraft,” “Diablo,” and more meet to do battle in the mysterious Nexus, a treacherous and turbulent environment that has become an enormous combat arena.

This anthem heralds the epic assembly of these dozens of heroes, a super team of the greatest warriors and mystics from across the dimensions.

The lyrics in the song are names of various places found throughout various Blizzard titles.

## **Town Pictures at an Exhibition**

*Super Mario 64 (1996)*

*The Legend of Zelda: Ocarina of Time (1998)*

*Shining Force II (1993)*

*Final Fantasy VI (1994)*

*Final Fantasy VII (1997)*

**K. Kondo, M. Takenouchi, N. Uematsu**

*Arr. Tyler Zimmerman*

Modest Mussorgsky composed “Pictures at an Exhibition” in 1874 as a suite for piano. The piece, alluding to the experience of visiting an art exhibition of the works of his friend Viktor Hartmann, was subsequently orchestrated many times, most famously by Maurice Ravel. Most of the movements correspond to specific pieces of art. The famous “Promenade” section, which opens Mussorgsky’s score and repeats with slight variations between movements, is intended to represent the viewer moving from piece to piece in the art gallery.

More than 120 years after Hartmann’s artwork inspired Mussorgsky, Nintendo released “Super Mario 64.” To move from level to level in the game, Mario must jump through magical paintings he finds in Princess Peach’s castle. The promenade in our offering is thus “Inside the Castle Walls” from this game, and our pictures are themes associated with towns that appear in four separate titles. Each of these games is set in a vastly different world than the others, and each theme we showcase features a vastly different musical style.

Promenade: “Inside the Castle Walls”

*Koji Kondo, composer*

I. “Kakariko Village”

*Koji Kondo*

II. “Busy Town”

*Motoaki Takenouchi*

III. “Zozo (Slam Shuffle)”

*Nobuo Uematsu*

IV. “The Burning of Nibelheim”

*Nobuo Uematsu*

## **I Am the One**

*Dragon Age: Origins (2009)*

**Inon Zur and Aubrey Ashburn**

*Arr. Jason Troiano*

This is a tale. It is a lament. It is fear. It is hope. This piece tells of a battle against evil that will decide the very fate of the world.

The lyrics, written in the Elvish tongue, speak of the one who has been the focal point of the war. It laments those who have been lost yet it celebrates those that have survived. It is a mournful tale, fearful of the future. Yet it conveys a sense of hope and optimism.

It celebrates the one who yet survives ... the one who will save us all.

Nicole Pennington performs the vocal solo in our rendition.

## **Let's Do the Fooka-Fooka! (Nimbus Land Theme)**

*Super Mario RPG (1996)*

**Yoko Shimomura**

*Arr. Lee Stearns*

Nimbus Land is a floating kingdom in the clouds that is visited near the end of "Super Mario RPG: The Legend of the Seven Stars." The song's title may derive from the Japanese "fuwa," roughly meaning "fluffy." That would be appropriate: the Fooka-Fooka is a courtly dance performed by the cloud-like Nimbus people.

The music is light and airy, but with a percussive eighth-note pattern driving the tempo throughout. Our arrangement uses a reduced orchestra, with flute and piccolo playing the main melody accompanied by the string section. Acoustic and bass guitar, tambourine, and a horn quartet add tonal color throughout the piece.

## **Climbing the Ginso Tree**

*Ori and the Blind Forest (2015)*

**Gareth Coker**

*Arr. Chris Apple*

The Ginso Tree was said to be home to a Water Spirit who created fresh, clean water that reached throughout the world. But the forest fell into darkness when Kuro, the great raven, put a blight on the land. The rivers stopped flowing, and the waters stagnated. Ori's first trial was to scale the Ginso Tree, reaching thousands of feet into the air, and restore the Water Spirit. Entering the tree, Ori found it was mostly hollow, and had to navigate the twisted chambers through which the water once flowed.

When Ori managed to free the spirit, the waters that had been sealed for so many years surged upwards through the tree. Ori had to race to stay above the churning tide. Finally reaching the top, the water burst over the sides of the tree and began to flow downwards towards the land once again.

But Kuro was waiting for him. The trees in the distance rustled, and the great, terrible raven rose up from the forest below. Her inky black wings blotted out the moon. Furious, she struck Ori off the tree, sending him plummeting toward the forest floor...

This arrangement chronicles Ori's trek to restore the Water Spirit. More importantly, this piece is about perseverance, and restoring hope when all seems lost.

The forest had been in darkness for many years, and its residents probably thought things would never improve. Ori, missing and presumed lost, appeared at the last moment to perform this Herculean task. When the forest dwellers realized there might be an end to their long night, feelings of hope surged forward, just like the thunderous waters.

**Beyond the Sea**  
*BioShock (2007)*

**Charles Trenet (composer, “La Mer”)**  
**Albert Lasny (orchestration)**  
**Jack Lawrence (English lyrics)**  
*Arr. Matt Eisenberg*

What waits for us beyond the sea? A lost love? A new opportunity? The sunken city of Rapture? Whatever it is, one day we’ll find it...

Business magnate (and Howard Hughes stand-in) Andrew Ryan founded Rapture to escape the controlling forces of the outside world. It’s also the same city, now collapsed into a dystopic warzone patrolled by mutated gene-spliced monsters, where Jack – an outsider – becomes embroiled in schemes far beyond his understanding.

“BioShock” takes place in a reimagined 1960. Period pieces, like “Beyond the Sea,” add to the ambience and punctuate an original soundtrack by Garry Schyman.

Mark ShROUT leads on vocals in this performance.

**Prelude, Fugue, and Groove**  
*Katamari Damacy (2004)*

**Yuu Miyake, et al.**  
*Arr. Greg Cox*

It is not easy to describe “Katamari Damacy,” but we will try...

After The King of All Cosmos accidentally destroys all the heavenly bodies in the sky, he sends his son, the Prince, to Earth, to help fix the mess.

Pushing a katamari ball with magical adhesive powers, the Prince rolls over all kinds of things to make the katamari grow large enough to replace the stars and planets. All kinds of things. Flowers, ants, erasers, chairs, books, fruit, doorjams, even...musical instruments.

As the King puts it, “My, the Earth is full of things.” And so is this arrangement in three movements: a cheerful prelude, a formal fugue, and a bit of groove.

Melissa Apter and Sheldon Zamora-Soon are our two featured vocal soloists.

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# PAUSE

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Are you enjoying the show so far?

- ☐ Yes.
- ☐ Of course!

Intermission is the perfect time to drop off your feedback form or make a donation at WMGSO’s booth in the lobby!

# Level 2 - START!

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## **The Anthem**

*Final Fantasy series (1987–present)*

**Nobuo Uematsu**

*Arr. Zeynep Dilli*

Remember that first bridge? Her dancing on the water, souls around her like fireflies? Remember the pond and the platform, the sword and the sorrow? When the spirit of the stones rose up to fight? The betrayal, as a town burned around you? Challenging everyone you met to play cards? Oh, and remember that one time in the Opera House? The things we've done to save the worlds...

Since the beginning of the long-lived video game series, the “Prologue” over the menu screen and the “Main Theme” credits melody have appeared in every “Final Fantasy” game. Astoundingly, those credits had not mentioned composer Nobuo Uematsu, whose genius for melody have given us this iconic theme, as well as many of the best pieces of the entire video game music repertoire.

The ethereal arpeggios of the “Prologue” have signaled the start of almost 30 years' worth of stories. The dignified phrases of the “Main Theme” contain them all, an anthem for the many lands we've traveled and the tales we remember.

## **In Just a Moment's Time**

*Skullgirls (2012)*

**Michiru Yamane**

*Arr. by the performers*

“Ask for any wish, I'm on it/Granted word for word I promise!” So croons the Skull Heart as it woos a potential mark to make a wish and be transformed into a monster bent on destruction. “Skullgirls” is a unique entry in the fighting game genre, featuring a stylishly drawn all-female cast.

While some fighting games rely on rock or metal soundtracks, “Skullgirls” offers a jubilant score inspired by swing and big band jazz. This piece, the game's main theme, is performed here as a quintet by Zeynep Dilli (keyboard), Tracy Flanders (vocals), Adam Nash (bass), Lee Stearns (drums), and Julius Verzosa (piano).

## **Magic Reborn**

*Final Fantasy VI (1994)*

**Nobuo Uematsu**

*Arr. Claire Boswell*

Written by one of the industry's best-known composers for one of the world's top-rated role-playing games, “Magic Reborn” consists of three selections from “Final Fantasy VI.”

“The Prelude” appears in most “Final Fantasy” games — more than a dozen of them. “Terra's Theme” introduces FFVI's main character and accompanies her as she traverses the landscape, known as the World of Balance. “Forever Rachel” evokes Locke's wistful longing for his lost love.

This compilation, WMGSO's first-ever harp duet, is performed by Rebecca Wertz and Claire Boswell.

Battle music is a staple of almost every video game in existence. Our medley goes on a journey through these battles.

We side with Cloud Strife and his team in our first fight. Next, we challenge the sand worm Molgera, who stands between us and the secrets of the Wind Temple. Our journey then takes us to the continents of Archanea and Valm as we endeavor to stop the evil Grima from reawakening.

Soon after, we find ourselves battling on the Big Bridge, facing off the fiendish Gilgamesh. Emerging from this fight, we come face-to-face with Magus, escaping his clutches only to find our way blocked by the sassy skeleton Papyrus! We emerge successful, only to end up against Cerberus and the Reapers on the distant world of Sur'Kesh. Escape provides no respite: in the void that follows we face the Dark King.

Will we survive this journey? The concluding fanfare will signal the final outcome of our toils!

Featured themes:

Final Fantasy VII (1997)

*"Let the Battles Begin!"* – Nobuo Uematsu

The Legend of Zelda: The Wind Waker (2002)

*"Molgera Battle"* – Kenta Nagata, Hajime Wakai, Toru Minegishi, Koji Kondo

Fire Emblem: Awakening (2012)

*"Id (Purpose)"* – Hiroki Morishita, Rei Kondoh, Yuka Tsujiyoko

Final Fantasy V (1992)

*"Clash on the Big Bridge"* – Nobuo Uematsu

Chrono Trigger (1995)

*"Battle with Magus"* – Yasunori Mitsuda

Undertale (2015)

*"Bonetrousle"* – Toby Fox

Mass Effect 3 (2012)

*"Sur'Kesh"* – Christopher Lennertz

Final Fantasy: Mystic Quest (1992)

*"Battle Against the Dark King (Dark King's Theme)"* – Ryuji Sasai, Yasuhiro Kawakami

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# GAME OVER?

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