

The Washington Metropolitan Gamer Symphony Orchestra

5TH ANNIVERSARY CONCERT

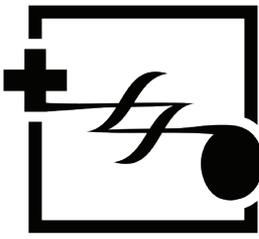


The DC area's premiere
community ensemble
exclusively devoted to
performing video game music.

May 19, 2018 – 4 p.m.
Montgomery College
Cultural Arts Center
7995 Georgia Avenue
Silver Spring, MD, 20910

\$9 online – wmgso.org/events





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. WMGSO showcases this music because it largely escapes recognition in professional circles.

The result, classical music with a 21st-century twist, drawing non-gamers to the artistic merits of video game soundtracks, and attracting new audiences to orchestral concert halls.

About our Music Director



Nigel Horne 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.

About our Chorus Master



Jacob Coppage-Gross started his musical studies at age 9. He served as the conductor for the Gamer Symphony Orchestra at UMD for two years and has performed in collaborations with the National Symphony at the Kennedy Center, as well as at local churches and with other small groups in the area.

Staff

Ensemble Manager	Rob Garner
Music Librarian	Zeynep Dilli
Arranger Resources Mgr.	Josh Haas
Deputy Conductor	Jamin Morden
Assistant Treasurer	Patricia Lesley
Small Ensemble Director	Katie Noble
Asst. Small Ensemble Director	Claire Boswell
IT Director	Marshall Finch
Event Coordinator	Emily Monahan
Public Relations Director	Melissa Apter
Multimedia Director	Mary Beck
Twitch Director	Tracy Flanders
Stage Manager	Iain Kierzewski
Setup Technician	Chris Hicks

Board of Executives

President	Ayla Hurley
Vice President	Joseph Wang
Secretary	Sasz Herrmann
Treasurer	Chris Apple
Development Director	Jenn Ganss



WMGSO is licensed by the American Society of Composers, Authors and Publishers.

Our Supporters

WMGSO relies on the generosity of our Supporters to help defray the costs of everything from venue rental to music license purchases. We are incredibly grateful for these generous individuals, whose contributions sustain WMGSO. To learn more about the benefits of becoming a WMGSO Supporter, please speak to a member of our staff in the lobby, or feel free to contribute online at wmgso.org/donate.



Diamond

Those who give at the Diamond level (\$150 or more) earn an exclusive season poster, VIP Seating for two to our seasonal concerts for the next year, a special treble clef supporter pin, and will have their names listed in our concert programs and on our website for one year.

Samuel & Barbara Apple	Margie Noonan
Ruth Chen	Matthew Reba
Kevin Clinesmith	Alex Song
Dr. Zeynep Dilli	Nichole Swan
Emily Green	Susan Tayman
Bruce Hendrickson	Casey Yates
Loretta Lowe	Conrad & Sara Zeglin
Sy Chen & Wen-Li Lu	



Platinum

Those who give at the Platinum level (\$75 to \$149) earn an exclusive tote bag, a special treble clef supporter pin, and will have their names listed in our concert programs and on our website for one year.

Evan Baumel	Sheldon Zamora-Soon
Jenariah Industrial Automation	Joan Zhang



Gold

Those who give at the Gold level (\$30 to \$74) receive a special treble clef supporter pin and have their names listed in our concert programs and on our website for one year.

Michael Ikeda	Evelyn Sobel
Richard & Maureen Kidwell	Patrick Murtaugh & Maria
Nick Shaw	Wykowski



Silver

Those who give at the Silver level (\$15 to \$29) will have their names listed in our concert programs and on our website for one year.

Rochelle Barber	Denise Walker
David Hersh	Wayne & Michelle Wiley



WMGSO is supported in part by funding from the Montgomery County Government and the Arts and Humanities Council of Montgomery County.

WMGSO is a 501(c)(3) tax-exempt organization. Please consult your financial advisors to determine whether your contribution may qualify for a tax deduction.

Roster

Piccolo, Alto Flute

Jess Bateman

Flute

Mary Beck
Jessie Biele

Oboe

Matthew Brady
Jenn Ganss

English Horn

Kristi Engel

Clarinet

Ben Ryer
Yannick Joseph

Bass Clarinet

Brennan McQuillen

Alto Sax

Joseph Wang
Anna Trejo

Tenor Sax

Greg Danis

Baritone Sax

Olivia Smith-Elnaggar

Bassoon

Doug Eber*
Kristi Engel
Amelia Myers

French Horn

Bernard Baiden
Aaron Cockson
Al Rise

Trumpet

Richard Gray*
Ellie Kathryn Rossberg
Robert Garner

Flugelhorn

Richard Gray

Trombone

Josh Haas
Iain Kierzewski

Bass Trombone

Vasudevan Kushalnagar

Tuba

Fabio Moreira

Percussion

John Burke
Scott Luxenberg
Nadine Markham-Itteilag
Lee Stearns*
Joan Zhang

Piano, Keyboard

Jules Metcalf-Burton

Guitars

Daniel Bae
Julius Verzosa
Lexi Zahn

Hegalong

Diwa de Leon

Soprano Voice

Melissa Apter
Amanda Cavanagh
Meredith Chen
Zeynep Dilli*
Sarah Elkins
Tracy Flanders
Sasz Herrmann
Ayla Hurley
Jasmine Marcelo
Yvette Tousley

Alto Voice

Claire Hedgespeth
Tegan Hendrickson
Charlotte Johnson
Nicole Pennington
Christine Thomas
Holly Wu*
Soumya Yanamandra
Ashleah Younker

Tenor Voice

Evan Baumel
Jason Bolt
Jacob Coppage-Gross+
Benton Green
Kevin Hencke
Robb Saffell
Sheldon Zamora-Soon*

Bass Voice

Thomas Ashcom
Alexander Booth
Marshall Finch
Matthew Harker*
Jeremy Hersh
Tristan Kirkman
Kevin Morris
Mark Shrout
Benjamin Tousley
Stephen Wiley

Violin

Lauren Barefoot
Judson Battaglia
Lara Buchko
Josue Diaz
Jess Hencke
Maria Koelbel
John Liu
Curtis Mitchell
Andrew Nixon**
Katie Noble
Victor Ontiveros
Laura Stayman
Samantha Tynes
John Umble
Andrew Wang
Justin Yoon
Jess Yuen

Viola

Stephanie Benson
Claire Bradfuhrer
Michelle Eng
Adrian Francisco
Damia Torhagen
Darrah Treleaven
Paula Williamson

Cello

Joshua Colbert
Tina Dang
Diana Henry
Joe Ichniowski
Taylor Kim

Double Bass

Isabel Martinez
Stephen Miskimins

** CONCERTMASTER

* SECTION LEADERS

+ CHORUSMASTER

START!

The Battle Begins

Heroes of the Storm (2015)

WMGSO Debut: Spring 2016

Jason Hayes and Glenn Stafford

Arr. Chris Apple

Heroes of the Storm is a monumental gathering of characters from all across the franchises of the game publisher Blizzard. 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 are the names of various locations found within different Blizzard titles.

Millennial Fair

Chrono Trigger (1995)

WMGSO Debut: Fall 2014

Yasunori Mitsuda

Arr. Jamin Morden

One of the first places the player will go in *Chrono Trigger* is the Kingdom of Guardia's "Millennial Fair." This fairground has several games, prizes, people to talk to, and is generally a fun and entertaining way to start the game. The music for this festival is the perfect accompaniment to this action: fun, folksy, and full of energy. The composer uses modal substitutions (lowering some notes to create different tonal backgrounds) to create a rustic, folksong-like harmonic feeling, while employing clever syncopations to give the music some forward motion. The ending draws inspiration from the jazz remix album "Brink of Time," in which various instruments and different melodic fragments slowly come together to create a big finale.

Jump Up, Super Star!

Super Mario Odyssey (2017)

WMGSO Debut: Spring 2018

Naoto Kubo, Lyrics by Rob Tninstall

Arr. Chris Apple, Zeynep Dilli, Jamin Morden

"Jump Up, Super Star!" was featured heavily in promotions for Mario's newest adventure: *Super Mario Odyssey*. The song is notable not only for perhaps being the catchiest song ever written, but also for being the first main theme in a Mario title to feature lyrics. Sung in-game by the character Pauline, the lyrics are liberally seeded with references to all sorts of Mario game staples ("jump with me," "grab coins with me," "there's no power-up like dancing," etc.) as well as a shout-out to the system this game has become a flagship for: "I'm flipping the switch, get ready for this..."

Composed in a high-energy, big-band style, this arrangement takes advantage of the expanded sound selection provided by WMGSO's full orchestra, with soft chord pads in the strings, blazing technical flourishes in the winds, brazen brass outbursts, and a solid big-band rhythm section supporting the vocal soloists, Kevin Morris and Holly Wu.

Reset – Thank You!

Okami (2006)

WMGSO Debut: Fall 2015

Orochi, a great evil, has been reawakened from its 100-year sleep, and it thirsts for vengeance against those who sealed it away. Japan is no longer safe.

Taking on the shape of a white wolf, the sun goddess Amaterasu is returned to the Earth as the last hope of the people. Aided by the painter Issun, she embarks upon a quest to learn the forgotten Celestial Power brush techniques, bestowed upon her by her fellow gods, in order to vanquish the minions set loose by Orochi. “Reset – Thank You!” guides Amaterasu in her struggle when all hope seems lost. The prayers and words of thanks from her friends and allies revive her courage. Reinvigorated and restored to her true strength, Amaterasu defeats her foe with the final Celestial Power: The power of Heaven.

Hirochi Yamaguchi

Arr. Katie Noble

Crystals of Ivalice

Final Fantasy Tactics Advance (2003)

WMGSO Debut: Spring 2015

From the tactical RPG *Final Fantasy Tactics Advance*, “Crystal” plays whenever the player is in the presence of one of the crystals that maintain the world. This a *cappella* track combines a haunting melody, well-crafted minor tonalities, and some of the most devious harmonies seen in a video game soundtrack to create a moment of seriousness in what is otherwise a light-hearted game. To contrast, the aptly named “Painful Battle” is a light, quick tune that plays during some storyline battles. This track succeeds in shifting its tone gracefully from a military-sounding march to a more somber sound and right back again. The arrangement opens with “Crystal” sung by the choir, who then hand it off to the orchestra to play “Painful Battle.” At the end of the arrangement, the choir reiterates “Crystal” while the orchestra accompanies with bits and pieces of “Painful Battle.”

Hitoshi Sakimoto

Arr. Jamin Morden

Zelda’s Lullaby

The Legend of Zelda: Ocarina of Time (1998)

WMGSO Debut: Spring 2015

In nearly every game bearing the title “The Legend of Zelda” there are incarnations of the same three people. Link, a courageous hero who wields the legendary Master Sword; Zelda, a princess whose wisdom has guided many into a brighter future; and Ganondorf, a man with bottomless greed for power. Since its first appearance in *A Link to the Past*, “Zelda’s Lullaby” has been used as a theme for her. We hear it when we rescue her and the other sages in *A Link to*

Koji Kondo

Arr. Jamin Morden

Get Backstage Access!

Scan the code on the right to chat with the WMGSO any time on our Discord server. Or, join us for our regular Twitch streams at twitch.tv/wmgso.



the Past, when we meet her for the first time in the palace garden in *Ocarina of Time*, and when Princess Zelda is finally revealed in *Wind Waker*. Focusing on the “lullaby” idea, the text chosen to accompany this music is an adapted version of the archetypical lullaby by Johannes Brahms. Combined with Koji Kondo’s superb melodic craftsmanship, the image of a blissful, peaceful night’s rest comes easily to mind.

Myst

Myst (1993)

WMGSO Debut: Spring 2015

Robyn Miller

Arr. Robert Garner

The neglected book you’ve found describes “Myst” as a lonely island on an empty sea. A few pages in, you press your fingers to an illustration. Moments later you find yourself transported to the island’s dock—with a big problem. Will you put your trust in the charismatic SIRRUS, or ACHENAR, his erratic brother? Each man is trapped in a book not unlike the one that brought you to *Myst*. Each man implores you not to believe the other.

The groundbreaking puzzle game *Myst* held the record of the best-selling PC video game for nearly a decade. Initially, the developers had feared music would interfere with the gameplay. Positive reactions to early tests, however, resulted in co-creator Robyn Miller’s ambient soundtrack. The score is sometimes soothing, sometimes unsettling, but it always enhances the immersive realm of *Myst*. (And in the words of the composer, it doesn’t sound a thing like “Mario Bros.”)

Asterisk

Bravely Default (2012)

WMGSO Debut: Fall 2015

Revo

Arr. Chris Lee

The asterisks are small gems that allow their wielders to immediately obtain the skills of the jobs contained within the crystals. They were created to control the spread of professions, as those who wanted the jobs had to get high-ranking officials’ permission (or take an asterisk from a bearer by force). The Council of Etermina appointed dozens of official asterisk bearers to oversee the spread of anti-crystalism across the land of Luxendarc. When engaging an asterisk bearer, a technicolor battle field appears. Supposedly, no one can go in or out until the conflict is resolved. Today, in a performance of the boss battle theme from the game, we present WMGSO’s Concertmaster, bearer of the Soloist asterisk!



**It's Dangerous to Play
Alone — Take This!**

Join the first community orchestra and chorus to draw its repertoire exclusively from the soundtracks of video games. The WMGSO has immediate openings for all string players, choristers, and other instrumentalists.

Email metro@wmgso.org to schedule a tryout!

Climbing the Gonso Tree

Ori and the Blind Forest (2015)

WMGSO Debut. Spring 2016

Gareth Coker

Arr. Chris Apple

The Gonso 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 Gonso Tree, reaching thousands of feet into the air, and restore the Water Spirit.

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. But Kuro was waiting for him up there. The trees in the distance rustled, and the great, terrible raven rose up from the forest below. 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. Amidst the hollow, woody sounds, creaks, and sighing of the wind in the empty chambers of the ancient tree, this piece is most importantly 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. When the forest dwellers realized there might be an end to their long night, their feelings of hope surged forward, just like the thunderous waters.

PAUSE

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!

Need More WMGSO?

Small Ensemble Showcases

Sunday, August 5

F. Scott Fitzgerald Theatre
603 Edmonston Drive
Rockville, MD

Saturday, August 18

Living Faith Lutheran Church
1605 Veirs Mill Road
Rockville, MD

See all upcoming events at
wmgso.org/events.

Classical Music. **Play On!**



Level 2 - START!

The Anthem

Final Fantasy Series (1987–2016)

WMGSO Debut: Spring 2016

Nobuo Uematsu

Arr. Zeynep Dilli

Since 1987, two pieces of music have accompanied us in this long-running and well-established game series: The crystalline “Prelude,” which played over the splash menu of the very first Final Fantasy game, and the stately, hymn-like “Main Theme,” which played over a prologue screen where the game’s main plot starts, and was reprised in the end credits. Since then, these pieces have appeared in almost every main installment of the thirty-year-old series.

Astoundingly, those first credits did not mention the composer, Nobuo Uematsu, whose genius for melody has given us this iconic theme and so many more irreplaceable pieces of the video game music repertoire. Starting simply, with the single choral parts almost humming the familiar melody to themselves, this arrangement builds up in complexity and depth to an expression of thanks to this composer, a giant of our field. The ethereal arpeggios of the “Prelude” has signaled many stories to begin; the dignified phrases of the “Main Theme” contains them all, an anthem for the many lands and tales we’ve passed through and remember.

Last Surprise

Persona 5 (2016)

Shoji Meguro

Arr. Carlos Eine

“Last Surprise” is the battle theme of *Persona 5*, heard as the protagonists of the game explore the Metaverse, a physical manifestation of the subconscious desires of humanity. Known as the Phantom Thieves of Hearts, our heroes fight through the Metaverse to change the hearts and minds of malevolent adults. But it’s not easy being Phantom Thief while going to school, working at a convenience store, and hanging out with friends. In between dungeon crawls, the characters of *Persona 5* live out their lives as teenagers in modern-day Tokyo. The player must balance friendship, schoolwork, and romance to succeed in both their social life and in the Metaverse. The music of *Persona 5* incorporates elements of acid jazz, soul, and rock, even featuring the voice of soul singer Lyn Inaizumi. Originally performed by jazz cover artist insaneintherain, our arrangement features the talents of Joe Wang on alto sax; Greg Danis on tenor sax; Olivia Smith-Elnaggar on baritone sax; Zeynep Dilli, Holly Wu, and Tracy Flanders on vocals; John Burke on drums; Julius Verzosa on keyboard; and Jacob Coppage-Gross on bass.

WMGSO Cover Art by

GENNA DUBERSTEIN

video • graphic design • multimedia skill tutoring

www.gennaduberstein.com



Fallen Down

Undertale (2015)

Toby Fox

Arr. Mary Beck

Upon falling down into the Underground, a fate from which no human has returned, Frisk immediately encounters a seemingly friendly flower. It's not long before Flowey the Flower reveals his true nefarious intentions for Frisk. Just when it seems there is no hope, Frisk is rescued by their first true ally in the Underground, and the player hears "Fallen Down" for the first time. This song reflects the relief the player feels following their rescue by the kind Toriel with its soothing, lullaby-like melody and gentle bass line. This arrangement is based on the reprise of this song the player hears toward the end of the game, when all of Frisk's new friends in the Underground come together to lead them toward an unexpected happy ending.

This piece features Jenn Ganss on flute, Mary Beck on flute and piccolo, Jessie Biele on alto flute, and Jess Bateman on bass flute.

Songs of Hyrule – Hyrule Field

The Legend of Zelda: Ocarina of Time (1998)

Koji Kondo

Arr. Andrew Nixon

"Songs of Hyrule" is an epic journey through the music of *The Legend of Zelda: Ocarina of Time*. This movement, "Hyrule Field," comes from the first suite, which begins the journey with music from the early parts of the game. From the opening cutscene, "Deku Tree's Omen" portends of the evil poised to consume the land of Hyrule, while "Kokiri Forest" depicts the innocence and youthful exuberance of the hero Link's home village. Finally, as Link leaves his home and steps out into the world, the heroic score of "Hyrule Field" foretells the grand adventure that awaits. This piece features Andrew Nixon and Laura Stayman on violin, Claire Bradfuhrer on viola, and Joe Ichniowski on cello.

Jib Jig

Donkey Kong Country 2: Diddy's Kong Quest (1995)

David Wise

Arr. Jamin Morden

WMGSO Debut: Fall 2015

"Jib Jig" is a lighthearted fiddle tune composed in the style of a traditional Irish jig, a folk dance typically with a 6/8 time signature. In the game, this piece provides the background to a pair of monkeys scampering on the deck of a pirate ship. The tune has been re-arranged specifically to feature WMGSO's excellent string players and percussionists. The piece alternates between the primary theme, which is an upbeat dance, and two different somewhat more contemplative sets of secondary material. In this arrangement, each of the different stringed instruments play and remix all three themes. All of the parts come together for one last hurrah before quietly sailing into the sunset at the end.

Sogno di Volare ("The Dream of Flight")

Civilization VI (2016)

Christopher Tin

Arr. Chris Apple

WMGSO Debut: Spring 2017

The genre-defining *Civilization* series has players guiding civilizations from prehistoric times to the space age via different paths, including technological

advancement. For the theme song of *Civilization VI*, Christopher Tin, who won a Grammy award for “Baba Yetu” (Civ. IV), has returned to the series with “Sogno di Volare,” a soaring piece with an onomatopoeic character. The ceaseless wingbeat of the strings opens the piece and is taken up by all instruments one by one. In between, the woodwinds fly and flit about like the swift and the lark; the harp climbs and dives like the hawk; the violins invoke masterful rises, descents, turns and twists; the brass hover like the albatross; and trumpets and horns announce the line: “Man will be lifted by his own creation—just like birds, towards the sky...” Even the choir pauses in their narration to wordlessly glide, caught up in the joy of flight: “Once you have taken flight, you will decide. Gazing towards the sky, you’ll understand that is where your heart will feel at home.”

GAME OVER?



BEST OF BRITAIN

**FEATURING THE UNITED STATES
ARMY HERALD TRUMPETS**

JUNE 23, 3 PM

F. SCOTT FITZGERALD THEATRE

ROCKVILLE BRASS BAND IS SUPPORTED IN PART BY FUNDING FROM THE
MONTGOMERY COUNTY GOVERNMENT AND THE ARTS AND HUMANITIES COUNCIL
OF MONTGOMERY COUNTY





PCI Graphics

DIGITAL PRINTING • GRAPHIC DESIGN • GRAND FORMAT

11730 PARKLAWN DRIVE, ROCKVILLE, MD 20852 TEL: 301-770-6016 FAX: 301-770-6014

WWW.PCIGRAPHICS.COM