

Super Smash Con-cert!

Super Smash Fanfare

Super Smash Bros. series (1999–present)

Commissioned especially for SmashCon 2016, this fanfare features snippets of melody from all four main games in the series. After a short statement of the main themes from the original Nintendo 64 title, *Melee*, and *Smash Brothers* for the Wii U, each instrument focuses on a different segment of music. The trombones mostly play the main theme of “*Melee*,” the horns mostly play the theme of the original game, and the trumpets bring in material from “*Brawl*.” We hear the Nintendo 64 theme one final time from all instruments together as the fanfare closes.

Super Smash GSBrOs.

Super Smash Bros. Melee (2001)

It all started with a crazy idea: what if the characters from the Nintendo franchise could fight each other in some sort of *melee*, or perhaps a *brawl*? Starting with only 12 selectable characters, the franchise has since expanded to include more than 51. What started as a silly way to beat on your friends as *Pikachu* has become – as you all know! – a serious e-sports scene.

The Battle Begins

Heroes of the Storm (2015)

“*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)

Modest Mussorgsky composed “*Pictures at an Exhibition*” after visiting an art exhibition of the works of his friend *Viktor Hartmann*. 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

Hirokazu Ando,

Nobuo Uematsu, et al.

Arr. Jamin Morden

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:

I.

II.

III.

IV.

“*Inside the Castle Walls*”

“*Kakariko Village*”

“*Busy Town*”

“*Zozo (Slam Shuffle)*”

“*The Burning of Nibelheim*”

Koji Kondo (composer)

Koji Kondo

Motoaki Takenouchi

Nobuo Uematsu

Nobuo Uematsu

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 our performance.

Pokémedley

Pokémon: The Animated Series (1998)

Pokémon: Red/Blue (1998)

Pokémon: White/Black (2011)

Junichi Masuda, John Siegler,

Go Ichinose

Arr. Chris Lee, Robert Garner,

Doug Eber

You would have been hard-pressed to find a ’90s child who didn’t want to “be the very best.” Twenty years later ... not much has changed. Pull out your phones: maybe you’ll spot some *Pokémon* on stage?

Eternal Conflict

Various Titles

Arr. Jason Troiano

Battle music is a staple of almost every video game in existence. Our program concludes with a journey through some of them.

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): “*Bonetrouse*” – 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

About the 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.

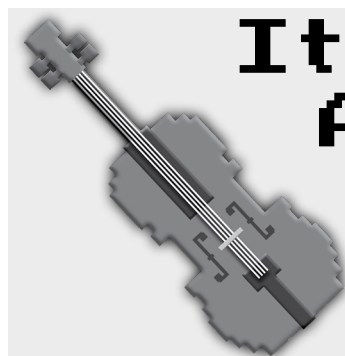
Game music weaves a complex melodic thread through the traditions, shared memories, values, and myths of an entire international and intergenerational culture — yet it largely escapes recognition in professional circles. WMGSO showcases this emerging genre and highlights its artistry.

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.

WMGSO is thrilled to conclude its 2015-2016 season with a return to Super Smash Con!

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.



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

Join the only 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.

Drop by our table in the vendor area or email metro@wmgso.org to schedule your tryout!

Need More WMGSO?

Fall 2016 Performance Schedule

Saturday, Nov. 5 - 7 p.m.

Living Faith Lutheran Church

1605 Veirs Mill Road

Rockville, MD

Saturday, Nov. 19 - 7 p.m.

BlackRock Center for the Arts

12901 Town Commons Drive

Germantown, MD

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