



**The Greater Philadelphia
Gamer Symphony Orchestra
presents:**



**The Salvation Army
Kroc Center of Philadelphia**

**4200 Wissahickon Ave
Philadelphia, PA 19129**

Saturday, May 16, 2026

About Us

The Greater Philadelphia Gamer Symphony Orchestra is a non-profit community ensemble dedicated to performing orchestral video game music in the Philadelphia metro area. We seek to create opportunities for musicians and audiences to appreciate innovative and artistic compositions from all eras of gaming.

GPGSO was inspired by other thriving community orchestras like the Washington Metropolitan Gamer Symphony Orchestra and the New Jersey Gamer Symphony Orchestra. Founded in Summer 2025, GPGSO capped off its inaugural season with a concert that November. This spring, the ensemble “leveled up”, growing from 40 musicians to 75!

Thanks to the generosity of our supporters, we’ve been able to purchase GPGSO’s first set of percussion instruments including cymbals, tambourine, triangle, glockenspiel, wood block and bass drum.

GPGSO is a 501(c)(3) tax-exempt organization.



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Gary Clarke & Joshua McHugh

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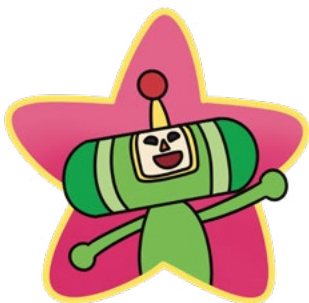
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Discord Mod - Jack Ozment

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Program Design - Barri Shrager

Program Illustration - Jessica Reed

Orchestra Members

Violin I

Solon Aguila
Nicole Benner
(Mandolin)
Robin Graney-
Robinson
Ellie Kim
Alana McKinnon
Elbren Montuya
Ciara Sylvester
Frank Wang**

Violin II

Kaity Dameika
Emma Goodman
Oliver James
Danielle Medina
Vinnie Price
David Reed
Alicia Ritter
Ronnie Russell
Adam Schorr
Aoi Wakabayashi

Viola

BlinkBlinkGames
Rain& Helvia
Justin Jefferson*
Mark Nakahara
Beth Rineholt
Daniel Slusaw

Cello

Mia Kane
Peter Oswald
Kayla Yim

Flute

Arlen Beyer
Cassandra Meyer
Jessica Reed
(Piccolo)

Clarinet

Ryan Colburn
Alex Cole*
Anna Do
Amanda Quinn
Marlie Tandoc

Saxophone

Chris Absin
(Soprano, Alto)
Jayden Andrews
(Baritone)
Kelly Braun (Alto)
Tori Greco-Byrne
(Alto)
Jon Hommes (Tenor)

Trumpet

Aidan Anderson
Sam D'Amore

French Horn

Cruz Maria Carreiro
Kent Masten
El Whittle

Euphonium

Holden Andrew-
cavage
Abigail Campanella

Trombone

Dalton Damon
Zohaib Faisal
Calvin Keelys
Keeran Ramanathan
(Bass)
Matt Reilly

Tuba

Matthew Killian*

Electric Bass

Isaac Provenza

Percussion

Gary Clarke
Evan Gerdy
Christopher Perez

Piano

Jay Colburn
Jack Ozment

** *Concertmaster*

* *Section Leader*

Choir

Jayden Andrews
Aaron Felix
Andrea Herb
Renn Kingsbury
Mads Marzano

Joshua McHugh
James Pennington
Alyssa Peters
Mori Rae*
Alex Rivera Garcia

Heather Rossi
Ellen Sherwood
Serena Szarka
Will Talbert
Noah Weiner



GAME START!

The Sims 3 Main Theme *The Sims 3* (2009)

Steve Jablonsky
Arr. Jayden Andrews
Ft. Jack Ozment (Piano) and
Chris Absin (Alto Saxophone)

In the life simulation game *The Sims 3*, players guide their Sims through careers, friendships, hobbies, and life's many milestones while building homes and exploring a lively open neighborhood. Every decision, from pursuing a dream job to hosting a neighborhood party, shapes a unique story for each Sim. With its open-ended design, the game encourages players to experiment, tell stories, and create their own virtual communities. Since its release, *The Sims 3* has been beloved worldwide for its relaxing gameplay and endless possibilities. "The Sims Theme," heard on the game's main menu, captures the charm and creativity of the game with upbeat melodies that convey the excitement of stepping into a world where anything can happen.

The Black Wind Howls

***Chrono Trigger* (1995)**

Yasunori Mitsuda,

Nobuo Uematsu

Arr. B. Saelens

“The Black Wind Howls” tells the story of Magus, a sorcerer prince of an ancient kingdom where magic is abundant. Due to a desperate attempt by his mother to gain immortality from an ancient being known as Lavos, Magus is transported through time and separated from his sister and only friend, Schala. His only goal from that point onward is to travel back to his home and reunite with her by any means necessary. Though he succeeds at returning to his own kingdom and time, his failed attempts to change history and save his sister cause the destruction of everything he knows. “The Black Wind Howls” captures the emotions of Magus’s tragedy: his pain, determination, hubris, and grief.

Seasons of War

***World of Warcraft* (2004)**

Jason Hayes

Arr. Jason Troiano

On November 23rd, 2004, World of Warcraft appeared on store shelves. On that day, the landscape of computer gaming changed forever and one of the best selling and most popular games of all time was released. Seasons of War is the music that accompanied the opening cinematic from World of Warcraft.

Brood War Aria

***StarCraft II: Wings of Liberty*
(2010)**

Neal Acree, Glenn Stafford

Arr. Sami Louguit,

Daniel Xing

The colony is being overrun. Insect-like Zerg swarm the trenches, cutting down Terran forces in a brutal conquest. Above the carnage and betrayal, the haunting melody of “Brood War Aria” echoes throughout the battlefield.

The real-time strategy game StarCraft II pits three factions — the Terrans, the Zerg, and the Protoss — against one another in a struggle for galactic dominance. The Terran Dominion is led by Emperor Arcturus Mengsk, a ruler willing to sacrifice anything to secure victory.

The aria symbolizes the game's narrative, underscoring the themes of betrayal and guilt that permeate the story.

This version, composed by Glenn Stafford and Neal Acree, features Latin lyrics that include the phrase “morituri te salutant”: “we who are about to die salute you”, reinforcing the atmosphere of violence and treachery that defines the StarCraft universe.

This small ensemble is performed by Jayden Andrews, Gary Clarke, Justin Jefferson, Elbren Montuya, Peter Oswald, Jack Ozment, Keeran Ramanathan, and Adam Schorr.

Fallout 4 Main Theme

Fallout 4 (2015)

Inon Zur

Arr. A.C. Menes

Tensions throughout the world are boiling. Nations are racing to harness nuclear power and are using up an alarming amount of resources along the way. Despite the imminent threat of the collapse of your country and the world, you live in newly-wedded bliss with your spouse and infant son. Life is good, at least at home. Until one day, a salesman comes to your house, offering you and your family a spot in one of Vault-Tec's underground shelters. And then the sirens blare... In an instant, everything is torn from you. You start your new life underground in cryogenic stasis, helplessly watching as your son is abducted. After thawing out, there's only one thing on your mind: find your son.

But the world you once called home has been changed forever, reduced to a wasteland teeming with violent raiders, mutants, and monsters. Warring factions fight for dominance. The residents of this world live in fear of a mysterious and dangerous organization known only as The Institute. In this world, only one thing remains constant: War. And war never changes.



Marble Zone

Sonic the Hedgehog (1991)

Masato Nakamura

Arr. Matthew Killian



Music from the second zone of *Sonic the Hedgehog* for the Sega Genesis, this arrangement takes the simple 16-bit source material and adds some drama in the form of a bombastic introduction, soprano saxophone solo, and full orchestral setting. The audience joins Sonic at his super speed as they feel like they are jumping across lava flows and dodging robot attacks in the ancient ruins!

Stragus

Final Fantasy VI (1994)

Nobou Uematsu

Arr. Shirou Satou

In *Final Fantasy VI*, you as the player visit the remote hamlet of Thamasa and meet an old man named Strago Magus. He, like everyone in Thamasa, descends from humans gifted with magical abilities, the Magi, and just like their ancestors can use magic themselves. They closely guard this secret, as the Magi were nearly exterminated as scapegoats in an inquisition following the War of the Magi, 1000 years before the events of the game. In the aftermath of this war, Magic became myth. While you are in Thamasa, a raging house fire threatens the life of Strago's adopted granddaughter Relm. In his attempts to put out the fire, he reveals the Thamasan's abilities to the wider world.

Strago is a short, old "Blue Mage," a magic user who primarily learns to mimic the magical attacks of his opponents. This piece captures his energetic and eccentric spirit, and his silly and somewhat immature demeanor.

This small ensemble is performed by Joshua McHugh.

Yoshi's Story

Yoshi's Story (1997)

Kazumi Totaka
Arr. Hirokazu Ando,
Thomas Kresge

In Yoshi's Story, six freshly-hatched Yoshis travel through a story-book-themed world to save all of Yoshi-kind from a gloomy fate. Legendary Nintendo composer Kazumi Totaka provided the music as well as the iconic voice of Yoshi in Story and all subsequent Mario titles. This adaptation draws from the jazzy arrangement featured in Smashing... Live!

In the words of Yoshi: "Yoshi~!"



INTERMISSION

Costa del Sol

Final Fantasy VII (1997)

Nobuo Uematsu
Arr. James Pennington

Whether thwarting Shinra or throwing down with the Turks, sometimes a hero just needs a moment away from the strife to chill on the beach gazing at clouds and sipping cocktails.

This arrangement turns up the tempo on the original Costa del Sol, taking it from an easygoing bossa nova to an energetic samba. The original's calm vibraphone and flute melody is replaced with a trumpet and saxophone call and response. Enjoy your stay in Costa del Sol!

This small ensemble is performed by Chris Absin, Sam D'Amore, Evan Gerdy, James Pennington, Isaac Provenza, and Keeran Ramanathan.

Katamari on the Symphony

Katamari Damacy (2004)

**Yu Miyake,
Keita Takahashi**
Arr. Thomas Kresge
Ft. Andrea Herb (Vocals)

“Katamari on the Rocks” - here retitled to “Katamari on the Symphony” - is the main theme to the Katamari Damacy franchise. This is a high-energy, chaotic piece of music, and the intent of this arrangement is to throw everything we have at it. There’s vocal solos, choir shouts, backup singers, and features across the entire orchestra, often with overlapping and intersecting parts. This is the kind of piece that you might need to listen to more than once to catch everything!

The result is a fast, loud, brick wall of an arrangement. Happy rolling!



Tal Tal Heights

*The Legend of Zelda: Link's
Awakening (1993)*

**Kazumi Totaka,
Minako Hamano,
Kozue Ishikawa**
Arr. Matthew Killian

A short medley of two themes from Link’s Awakening. After waking up on the beaches of an island, Link treks up the mountain to Tal Tal Heights where he discovers a massive egg containing the mystical Wind Fish. This arrangement begins with the hasty theme from “Tal Tal Heights” and concludes with a rendition of “The Ballad of the Wind Fish.”

Eon Ticket

*Based on the music of Pokémon
Ruby/Sapphire (2002)*

Marasy, Junichi
Masuda, Go Ichinose,
Morikazu Aoki, Shota
Kageyama
Arr. Marasy

Luster Purge through the endless horizon! In Pokémon Ruby & Sapphire, the Eon Ticket allowed players to travel to the Southern Island and catch the elusive Eon Duo: Latios and Latias. This piece was composed by prolific pianist Marasy as part of Project Voltage, a series of vocaloid songs commissioned by The Pokémon Company that feature various Pokémon themes. Intended as a duet between Latias and Latios, this song evokes the feeling of the duo soaring through the Hoenn skies. Over the coastal Lilycove City, the abandoned Sea Mauville, or even the faraway Ever Grande City to challenge the Pokémon League — nothing is a dream or an illusion if you can fly!

This small ensemble is performed by Kent Masten.

Stickerbush Symphony

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

David Wise
Arr. B. Saelens

“Stickerbush Symphony” is one of the most iconic tracks in the Donkey Kong Country franchise. As Diddy and Dixie Kong travel through Crocodile Isle, they encounter the Bramble Blast stage, where they are greeted by large thorny vines, a litany of Barrel Cannons, and this soothing melody. On the internet, hour-long videos of this song have become “internet checkpoints,” where thousands of commenters share their recent life experiences and remember simpler times. This arrangement also includes melodies taken from “Aquatic Ambience,” another similarly calming Donkey Kong Country piece.

Rose Thorns

Ikenfell (2020)

aivi & surasshu

Arr. Nicole Benner

Ft. Nicole Benner (Vocals)



As the player character in the indie RPG *Ikenfell*, you travel to a mysterious academy in search of your missing sister, Safina, a young witch-in-training. Along the way, you'll meet a variety of witches and warlocks, creating fierce friendships and rivalries, and discover the secrets behind Safina's disappearance. Baudovina Aeldra, the current headmistress of *Ikenfell*, may have more to do with the mystery than she says. In order to uncover the truth you must contend with her dark past, marred by survivor's guilt and self-loathing. "Rose Thorns" combines Aeldra's character and battle themes, with confessional lyrics that explore her tragic history and the person she used to be.

Fields of Ard Skellig

The Witcher 3: Wild Hunt (2015)

Marcin Przybyłowicz,

Mikolai Stroinski, Sine

NicFhionnlaigh

Arr. David Werner

Ft. Ellen Sherwood (Vocals)

The second act of *The Witcher 3* sees Geralt of Rivia setting sail for the islands of Skellige in the midst of his search for Ciri, the emperor's daughter. "The Fields of Ard Skellig" plays while Geralt travels through the main island of the region, Ard Skellig, riding through the snow-covered mountains and rocky plains on his horse, Roach. This arrangement converts the violin/harp/solo voice/synth instrumentation of the original piece in the game to a cappella choir. The lyrics for this piece are excerpts from an 18th century Scots Gaelic piece named "Fhir a' bhàta," or "The Boatman," which was written by Sine NicFhionnlaigh from Tong, in Scotland, about a fisherman she was courting. Historical accounts say they were married after the song was written.

Rainbow Road

Mario Kart Series

(1992 - 1996 - 2003 - 2008)

Kenta Nagata, Soyo Oka,
Asuka Ohta, Ryo Nagamatsu,
Shinobu Tanaka
Arr. Zack Smith, Francesco

Berrett

Floating in the skies above glittering cities or suspended in the glimmering expanses of space, this magical varicolored raceway has served as the last lap for *Mario Kart* players as long as there have been *Mario Kart* games! It's seen players driving through showers of star bits and fireworks, past magic flying trains and RGB thwomps, over space stations and planets' rings. Every iteration of this iconic circuit has something special. With themes from *Super Mario Kart*, *Mario Kart 64*, *Mario Kart Double Dash*, and *Mario Kart Wii*, please enjoy "Rainbow Road".





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