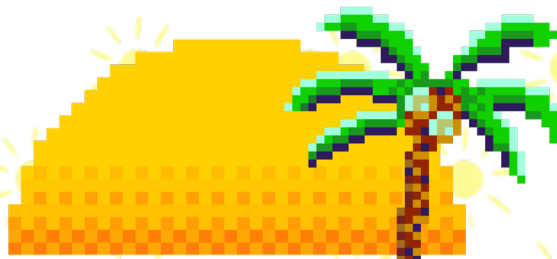




**The Greater Philadelphia
Gamer Symphony Orchestra
presents:**



SUMMER SIDE QUEST

GPGSO's small ensemble showcase

Or Hadash Synagogue

190 Camp Hill Road, Fort Washington, PA

Saturday, July 18, 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 past 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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GAME START!

Mana's Mission

Adventures of Mana (2016)

Kenji Ito

Arr. Adam Schorr

Featuring Chris Absin, Adam Schorr, Daniel Slusaw

Legendary RPG composer Kenji Ito, best known for his work on the Mana and SaGa series, got his start on the original Game Boy. The first game he ever composed solo was *Final Fantasy Adventure*, the first game of the Mana series (despite its name). The game has been remade twice, first as *Sword of Mana* for the GBA and later as *Adventures of Mana* for mobile and PS Vita. This arrangement is inspired by all three versions of “Mana’s Mission” as well as Ito’s official piano arrangement released alongside *Sword of Mana*.

Lost Painting

Castlevania: Symphony of the Night (1997)

Michiru Yamane

Transcr. sigmabeta

Arr. Gary Clarke, Jack Ozment

Featuring Gary Clarke, Jack Ozment

Castlevania is easily one of the most video-game-y videogames ever made. Dracula is back, and so is his big castle. Take your sacred weapon (which is a whip for some reason) and destroy him and his army of floating medusa heads, skeletons that pelt you with their own ribs, and the literal Grim Reaper. The music of the *Castlevania* games is... well-suited for this premise, with ripping guitars and virtuosic harpsichords, like a Halloween-themed Yes cover band, well-suited for double-jumping or consuming turkey legs stowed in brick walls.



That's not the only kind of music in the long-running series, though. Occasionally, the music down-shifts dramatically and gives the player a chance to escape into reverie, exploring cavernous halls and dark catacombs while accompanied by sweeping strings or melodramatic saxophone solos. Lost Painting, from *Castlevania: Symphony of the Night*, is in the latter category. The piece appears during the exploration of the secret Inverted Castle, searching for ways to finally banish your dad (by the way you're Dracula's son in this one).

Michiru Yamane's compositions for the *Castlevania* games are an essential part of its identity, and a huge part of why they're so timeless. But enough talk, have at you!



Escape From the City *Sonic Adventure 2 (2001)*

Jun Senoue
Lyr. Ted Poley

*Featuring Evan Gerdy, Isaac Provenza,
Adam Schorr, Jay Scudder*

The iconic bass rift and opening line to Escape from the City combine for one of the most memorable moments of the entire Sonic franchise. The blazing intro to Sonic Adventure 2's Hero Campaign is perhaps one of the most well-known songs across the entire video game music catalogue. Woo! Oh yeah!

Catching Fleas (Akrillic)

Plok! (1993)

Geoff & Tim Follin

Arr. Matthew Killian

*Featuring Aidan Anderson, Sam D'Amore,
Matthew Killian, Keeran Ramanathan, El Whittle*

The SNES's 1993 title *Plok!* has largely faded from the public eye except for its notably incredible soundtrack. The Follin brothers, Geoff and Tim, are now known for their compositions that, at times, outstrip the games that host them. This tune from the “Akrillic” location in the game -- named after a common enemy in the game, fleas -- has been described by some as “prog rock”-esque, and is presented here in a brass quintet arrangement.

Everything's Alright

To The Moon (2011)

Laura Shigihara

Transcr. Tigero

Arr. Abigail Campanella

Featuring Abigail Campanella, El Whittle

Johnny Wyles is on his death bed, and he's called on two scientists to rewrite his memories in his final moments so that his last wish is granted - his wish to go... *To The Moon*. The game follows his whole life in reverse as you unravel his love of lighthouses, paper rabbits, and his wife, River. This song is about two people struggling to understand the other, but coming back together when it matters most. “When this world is no more, the moon is all we'll see. I'll ask you to fly away with me. And when the stars all fall down, they empty from the sky, but I don't mind. If you're with me, then Everything's Alright.

That Person's Name Is

Bravely Default (2012)

Revo

Arr. Daniel Wang

Ed. Christopher Absin,

Justin Jefferson, Elbren Montuya,

Frank Wang

Featuring Chris Absin, Justin Jefferson.

Elbren Montuya, Frank Wang

The soundtrack to *Bravely Default* was composed by Revo, leader of Japanese symphonic rockers Sound Horizon. “That Person’s Name Is” plays during most boss battles in the game, a high energy track befitting of the intense fights it accompanies. This group is out to show that even a quartet of acoustic strings can really rock!

Outer Wilds

Outer Wilds (2019)

Andrew Praho

Arr. Vinnie Price, Jack Ozment

Featuring Erin Dillard, Matthew Killian, Elbren Montuya, Jack Ozment, Vinnie Price, Adam Schorr

Outer Wilds starts as a space exploration adventure; you wake up on launch day in the rustic village of Timber Hearth and squeeze in some last-minute practice in the zero-G caves before blasting off into the solar system. But the real game doesn’t start until the sun implodes for the first time.

This medley for violin and piano (& friends) features the rustic campfire tunes of your home planet Timber Hearth, the harrowing final moments of a star’s demise, and the harmonies of the brave travelers of the Outer Wilds Ventures space program that blazed the way.

INTERMISSION

Coin Song

Final Fantasy VI (1994)

Nobou Uematsu

Arr. Shirou Satou

Featuring Joshua McHugh

“Sabin... Let’s settle this with the toss of a coin.”

Two brothers stand at the top of a mighty castle. Their father, the King, has died, and his dying wish is that his sons rule the Kingdom of Figaro together. But neither of the brothers, Edgar and Sabin, want to assume the crown. Sabin is furious that everyone seems more concerned about succession than investigating the rumors that the King was poisoned. He resolves to run away, and asks Edgar to come with him.

Edgar, knowing the kingdom would fall to ruin if they both left, proposes they leave their fates to chance: The toss of a coin. Heads means Sabin wins. Tails, Edgar. The winner chooses whether they stay or leave, while the loser must stay and rule. Edgar tosses the coin. It comes up heads. Sabin chooses to leave Figaro and live free, while Edgar becomes the new King. What Sabin did not know is that Edgar used a two-headed coin...

Suteki Da Ne (Isn’t It Wonderful?)

Final Fantasy X (2001)

Nobou Uematsu

Arr. Isabella Reyes

Ed. Elbren Montuya

Featuring Elbren Montuya, Isaac Provenza

Final Fantasy X is a role-playing game set in the world of Spira, where a young summoner named Yuna undertakes a sacred – and potentially fatal – pilgrimage to defeat a monstrous entity known as Sin. Accompanying her is Tidus, an outsider from another world who finds himself drawn into her journey. “Suteki Da Ne” plays during their most intimate moment together – a quiet scene at the Macalania Spring, a brief reprieve amid the weight of what lies ahead.

The song's title translates to "Isn't It Wonderful?" in English, with lyrics written by the game's scenario writer Kazushige Nojima. It is one of the most beloved pieces in the Final Fantasy series – a song about longing, love, and the fragile beauty of a moment you know cannot last. Tonight, it finds a new voice through violin and guitar.

Moonlight Guide Us

Hades II (2025)

Darren Korb
Arr. El Whittle

*Featuring Abigail Campanella, Oliver James,
Elbren Montuya, El Whittle*

Since birth, the Princess of the Underworld has been hidden in the shadows, training for the day she can overthrow her realm's tyrannical usurper who took her family from her. Melinoë takes on the weight of the world as she attempts to fight her way from Erebus deep into Tartarus to face Chronos, the Titan of Time. Between attempts of the impossible task of killing Time, Melinoë may encounter the Goddess of the Hunt Artemis, singing "Moonlight Guide Us" while surrounded by wildlife. Artemis reminds Mel that it's okay to take time to have a break and enjoy herself, and invites her to join in. The pair sing of their encampment, the Crossroads: a shelter in Erebus where lost shades may find refuge, guided by the Moon to her Silver Sisters. The voices of Artemis and Melinoë are portrayed in this arrangement with the rich, mellow tones of the euphonium and French horn, respectively.

Since these instruments cannot sing the lyrics, the chorus of the piece is as follows: Moonlight guide you home tonight / In shadow / All are one / Take shelter from the world above / In safety and in solitude / The Sisters wait.

Tifa's Theme

Final Fantasy VII (1997)

Nobou Uematsu
Arr. Matthew Killian

Featuring Gary Clarke, Matthew Killian, Joshua McHugh

Final Fantasy VII is filled to the brim with now-famous video game music, but this tune is first heard early in the game when the main character, Cloud, meets up with his childhood friend Tifa. Filled with emotions that the player will learn to appreciate throughout the rest of the game, Tifa's Theme is re-imagined here as a jazz ballad in the style of the late jazz flugelhorn player Chuck Mangione.



The Great Ace Attorney Medley

The Great Ace Attorney (2015)

Yasumasa Kitagawa,
Hiromitsu Maeba
Arr. Frank Wang

*Featuring Chris Absin, Gwynneth Buckton,
Danielle Medina, Frank Wang*

The Great Ace Attorney follows the story of Ryunosuke Naruhodo, a Japanese student unexpectedly thrust into the world of law in Victorian-era London. Throughout his journey, he meets many quirky and enigmatic characters (such as the famous detective, Herlock Sholmes) and stumbles his way through the high-intensity courtroom with his trademark "Objection!" ready to prove his clients' innocence. This medley contains the character themes of Kazuma Asogi and Susato Mikotoba, as well as tunes heard within the courtroom as he turns each legal case on its head, such as "The Great Cross-Examination" and the iconic Objection and Pursuit themes.

ToeJam Jammin'

ToeJam & Earl (1991)

John Baker, Herbie Hancock
Arr. Matthew Killian

*Featuring Chris Absin, Jay Colburn, Sam D'Amore,
Evan Gerdy, Zohaib Faisal, Issac Provenza*

In 1991, Sega introduced us to two Funkotronian rappers by the names of ToeJam and Earl. Stranded on Earth, our protagonists took players through an early isometric Rogue-like gameplay experience rife with 80s and 90s cultural references and satire. Perhaps the most obvious reference is in the soundtrack, which sounds quite a bit like some tunes by jazz great Herbie Hancock, specifically off of his foundational fusion album *Head Hunters*. To drive the point home, the title theme, "ToeJam Jammin'," has been mashed-up here with its *Head Hunters* counterpart, "Chameleon."



Upcoming Performances

RoxYunk Porchfest

October 10, 2026
Fairview Park

Fall Concert

November 7, 2026
MontCo Cultural Center Theater

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