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Concert: IC Gamer Symphony Orchestra, Everyone is Here

Kin Szeto

Griffin Charyn

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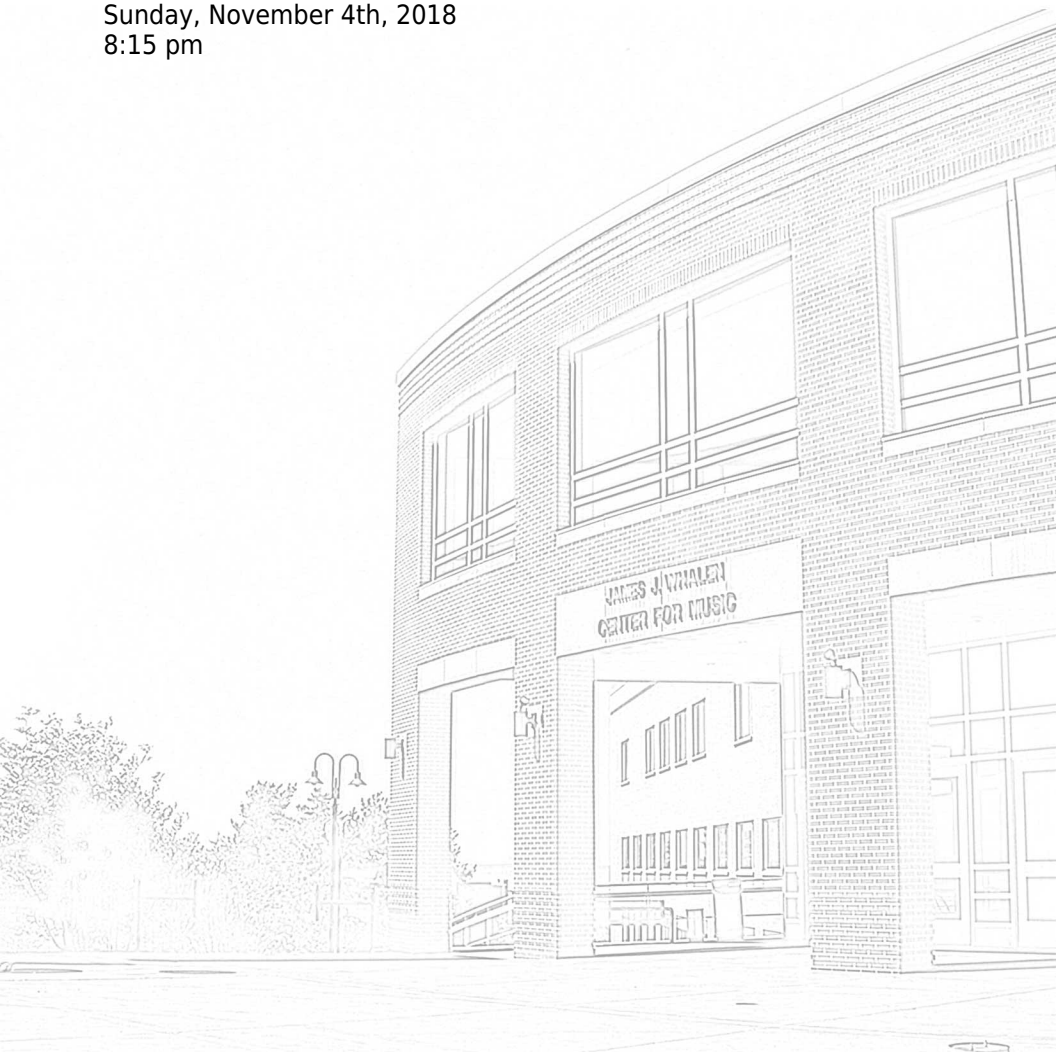
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IC Gamer Symphony Orchestra presents: Everyone is Here!

Griffin Charyn, conductor
Kin Szeto, conductor

Ford Hall
Sunday, November 4th, 2018
8:15 pm



ITHACA COLLEGE

School of Music

Program

Kingdom Hearts Overture (2002)

Hikaru Utada
Orch. Yoko Shimumora
Arr. Jerome Landingin

Suite from *A Hat in Time* (2017)
I: A New Adventure
II: Clocktowers Beneath the Sea
III: The Windmill Peak
IV: Your Contract has Expired

Pascal-Michael Steifal
arr. Jeremy Werner

Main Theme from *Star Fox* (SNES) (1993)

Hajime Hirasawaw
arr. Ian Wiese, ASCAP

Intermission

Theme from *Batman: Arkham City* (2011)

Nick Arundel
arr. Nick O'Brien

Sonic Generations (2011)
I: Genesis
II: Allies
III: Boost

Jun Senoue, et al.
arr. Frankie DiLello

Main Theme (E3 Version) from *Super Smash Bros. Ultimate* (2018)

Hideki Sakamoto
arr. Andrés Soto

Program Notes

Kingdom Hearts Overture

The *Kingdom Hearts* franchise takes everyone's favorite Disney films and combines them with Square Enix characters. It centers on a boy named Sora, from the Destiny Islands, whose home is consumed by the Heartless. He is given the Keyblade, a key-shaped sword that can free the hearts taken by the Heartless. Along with his new friends Donald Duck and Goofy, Sora sets out across the worlds to fight the forces of evil. With eight games in the franchise, and the ninth one (which is Kingdom Hearts III, because counting is hard) coming in January, please enjoy this rendition of the main theme of the franchise!

Suite from A Hat in Time

A Hat in Time is a 3D-collectathon platformer in the style of games such as Banjo-Kazooie, Super Mario Sunshine, and Psychonauts. The story follows the adventure of Hat Kid, a space-traveler that uses the power of time as fuel for her journey home. About halfway through her journey, she passes by a planet inhabited by Mafia members that demand she pay a toll. After refusing, the ensuing scuffle sends her rocketing towards the planet along with her fuel.

This suite is comprised of four movements using seven pieces from the game in total. Each movement represents a different area in the game. The first is Hat Kid's spaceship: fun, comfy, home. The second movement is from a time rift that takes place under the sea, giving it a very serene feel. The third movement takes place atop the windmill peak, making it grand and mysterious. The last movement finds Hat Kid locked in battle with the Snatcher, a demon that has signed away Hat Kid's soul and now plans on disposing of her. This movement is dark, creepy, intense, but still hopeful.

Main Theme from Star Fox (SNES)

The Lylat System is under attack by the evil Andross. The galaxy's only hope is a ragtag group consisting of a Fox, a Bird, a Hare, and a Toad. This team is known as Star Fox. This theme plays on the title screen of the original Star Fox on the SNES, and is brought back in future games in the series. Will these four anthropomorphic critters be able to save the Lylat System?

Theme from Batman Arkham City

What would happen if the world's most dangerous criminals were given free range to do what they want in a city all on their own? One year after the events of *Batman: Arkham Asylum*, Mayor of Gotham City, Quincy Sharp converts the slums of Gotham into an immense prison enclosure, and releases the criminals of Arkham into the city, free to do as they please. After opposing the Arkham City project, Bruce Wayne is arrested and imprisoned in the city of criminals. Will the Batman be able to survive in a city full of his most dangerous foes from his historic rogues gallery?

Sonic Generations

Twenty Years of the Blue Blur. Sonic the Hedgehog, one of the icons of gaming turned twenty in 2011, and *Sonic Generations* was released as a celebration of all things Sonic. This arrangement takes the order of the nine games featured in the HD version of the game. All of the music here, with the exception of Emerald Coast from *Sonic Adventure* are directly from the HD version of the game. Emerald Coast is featured in the 3D version of the game. You may recognize a few of the tunes in this arrangement. Feel free to sing along!

Super Smash Bros. Ultimate

Everyone. Is. Here! The ultimate celebration of the Super Smash Bros. series comes out in just 34 days. Featuring over 70 characters, over 100 stages, new game modes, and over 900 songs, this is the biggest Smash game yet. With characters from new series to the franchise such as *Splatoon* and *Castlevania*, as well as highly requested characters like *Metroid*'s Ridley and *Donkey Kong*'s King K. Rool, the roster continues to grow to staggeringly high numbers. Have I mentioned yet that everyone is here? Every character from the series' past is back and better than ever. Join Gamer Symphony as we get ready for *Super Smash Bros. Ultimate*!

Personnel
Ithaca College Gamer Symphony Orchestra

Violin

Johnathan Fulcher
Henry Scott Smith
Taylor Quattrocchi

Viola

Laurie Hall

Cello

Jenna Linsalata
Aidan Saltini
Michael Ziegler

Flute

Annie Batterman
Brooke Bernhardt
Samantha Brandal
Kevin Buff
Jeremy Werner
Jamie Woodworth

Oboe

Kathleen Cadorette

Clarinet

Lauren Eng
Christine Gaba
Zach Kalik
Gillian Kroll
Simon Lee

Alto Saxophone

Jared Anderson
Anna Marcus-Hecht

Trumpet

Jason Bennett
Tim Marotta
Lauren Obusek
Jason Springer

Horn

Christian DeFreese
Evan Morrison

Trombone

Ethan King

Euphonium

Cormac Callan

Tuba

Jon Aldave
Frankie DiLello

Percussion

Jackson Bowser
Ben Brown-McMillan
Amelia Chady
Colin Kelley
Danny Sullivan

Piano

Emily Ramonetti

Guitar

Scott Barbaro

Choir

Josh Abrams
Massey Williams
Cordelia Wilson

And thank you to our
amazing ringers!

