



LONDON VIDEO GAME ORCHESTRA

Symphony of Heroes

Welcome!

Welcome to Symphony of Heroes!

Heroes come in all guises, some good, some not-so good and some just trying to survive what is thrown at them.

Symphony of Heroes reflects our Heroes' anthems from video games. The music reveals the personalities of the heroes from the vigilante, to the survivor, or to an ordinary person just trying to save the world. The harmonies and discordance are played out showing the Heroes' choices, their pain, happiness, triumph and anguish, as they do what they need to do to win. As we progress through the games, their stories becomes our stories, and so Symphony of Heroes becomes our own anthems.

We hope you will enjoy the show and cheer along to your favourite heroic moments.

About Us

The London Video Game Orchestra is a community orchestra established in the spring of 2019, dedicated to bringing video game music to wider audiences.

As a charitable orchestra, the LVGO widens the appreciation of video game music through accessible performances.

If you would like to keep up to date with the latest news and events, please visit our website, www.lvgo.co.uk and sign up to our newsletter.

Programme

Dragon Quest XI
Opening Theme

Batman: Arkham City
Main Theme

Legend of Zelda: Ocarina of Time
Rhapsody of Time

Horizon Zero Dawn
City on the Mesa

Divinity: Original Sin 2
Path of the Godwoken / Main Theme

Assassin's Creed II
Ezio's Family / Main Theme

Fallout 4
Main Theme

30 Minute Intermission

Mass Effect Trilogy
Symphonic Suite

Chrono Trigger
Secret of the Forest

Elden Ring
Main Theme

Genshin Impact
Medley

Tomb Raider (2013)
A Survivor is Born

Metal Gear Solid 3
Snake Eater

Dragon Quest XI: Echoes of an Elusive Age Opening Theme

Koichi Sugiyama, arr. Lucy Gossip, Galen Woltkamp-Moon

This instalment of the classic Japanese RPG series Dragon Quest sees you play as the Luminary, a hero of noble birth secretly brought up by ordinary villagers, destined to save the world of Erdrea from evil.

The game simultaneously pays homage to the long tradition of fantasy-inspired games while also being a charming example of the genre in its own right.

The opening theme's rousing brass and wind fanfares sound like hunting songs, until it moves swiftly into a triumphant march driven by a snare drum and crashing cymbals.



en.wikipedia.org/wiki/Dragon_Quest

Game Released: 2017

Series: Dragon Quest 1986

Batman: Arkham City Opening Theme

Nick Arundel, arr. Tim Davies

The grimy urban sprawl of Arkham City, a slum repurposed into a super prison, is the atmospheric setting for Rocksteady Studios' acclaimed second Batman game.

Playing as Batman and Catwoman, incarcerated alongside your enemies, you swoop, glide, fight and problem-solve to thwart various plots.

The muscular main theme thrums with rising tension, created by sustained notes across the orchestra, with a driving undercurrent of strings, harp and percussion.



[*en.wikipedia.org/wiki/Batman:_Arkham*](https://en.wikipedia.org/wiki/Batman:_Arkham_City)

Game Released: 2011
Series: Batman Arkham 2009

The Legend of Zelda: Ocarina of Time Rhapsody of Time

Koji Kondo, arr. Lucy Gossip

Ocarina of Time, a seminal game in the Legend of Zelda franchise, finds our elfin protagonist Link immersed in a rich, interactive world where he must deploy music, time travel and old-fashioned swordsmanship to defend the Kingdom of Hyrule and rescue Princess Zelda from the power-hungry Ganon.

This piece starts with the lively sound of flutes players must follow to navigate the Lost Woods, before shifting into Zelda's lullaby, a tune with mysterious powers which is vital to solving puzzles in the game.



en.wikipedia.org/wiki/The_Legend_of_Zelda

Game Released: 1998

Series: The Legend of Zelda 1986

Horizon Zero Dawn

City on the Mesa

Joris de Man, arr. Billy Palmer

In a richly-imagined future where machines roam the earth in place of animals, and what's left of humanity live in tribes with minimal access to technology, this immersive game puts you in the shoes of an intrepid young hunter named Aloy, who has a past shrouded in mystery that she is hell-bent on finding out about.

City on the Mesa is a warm, triumphant piece, with percussion such as bongos, gongs and even some stamping, chosen to evoke the prehistoric tribal atmosphere of the game.



en.wikipedia.org/wiki/Horizon_Zero_Dawn

Game Released: 2017
Series: Horizon 2017

Divinity: Original Sin 2

Path of the Godwoken / Main Theme

Borislav Slavov, arr. Harry George

An engrossing strategy RPG in a fantasy setting, made by indie developers Larian Studios, Divinity: Original Sin 2 enables high levels of customisation – you can even choose the instrument playing the music!

Your character is known as Godwoken, tasked with saving the land of Rivellon from monstrous creatures of the Void.

The distinctive sound of the Oud, a Middle-Eastern instrument closely related to the lute (played by Lailac Al-Taie), is woven throughout the piece, which culminates in the majestic title theme played by brass and piccolo.



[*en.wikipedia.org/wiki/Divinity_\(series\)*](https://en.wikipedia.org/wiki/Divinity_(series))

Game Released: 2017
Series: Divinity 2002

Assassin's Creed II

Ezio's Family / Main Theme

Jesper Kyd, arr. James Keirle

Hack into ancestral memories to travel to 15th century Italy, where the ancient and bitter struggle between the Assassins and the Templars is approaching a turning point.

With non-linear gameplay and an exquisite world based on real maps of Renaissance-era Italian cities, playing Assassin's Creed II is an experience like no other.

This emotive piece, with Gregorian chant-style vocals complemented by flowing flute and clarinet lines, evokes the loyalty and duty that bind Ezio Auditore da Firenze to his family – including his descendant, Desmond Miles.



en.wikipedia.org/wiki/Assassin%27s_Creed

Game Released: 2009

Series: Assassin's Creed 2007

Fallout 4

Main Theme

Inon Zur, arr. Andrés Soto

Having been put into a cryogenic state for more than 200 years to weather the aftermath of a nuclear attack, you awaken determined to rescue your kidnapped son.

Intrigue and horror await as you search the nuclear-ravaged wasteland that used to be your home.

The stately, dignified title theme of this engrossing first person RPG conveys the deep emotion of the game's story, with distinctive chord progressions and lush textures, led by the piano before being joined by cellos, upper strings and brass.



[*en.wikipedia.org/wiki/Fallout_\(series\)*](https://en.wikipedia.org/wiki/Fallout_(series))

Game Released: 2015

Series: Fallout 1997

Mass Effect Trilogy Symphonic Suite

*Jack Wall, Sam Hulick, Cris Velasco,
Sascha Dikiciyan, Christopher Lennertz
arr. Galen Woltkamp-Moon, Alex Tompkins,
James Keirle*

Mass Effect is a sci-fi action RPG that sees you take on the role of Commander Shepard, an elite soldier fighting a covert galactic invasion masterminded by the Reapers, an advanced machine race.

Evoking the scale and grandeur of the game, the piece begins with the heroic main theme, first introduced by the French horns and upper winds.

The suite also includes the hypnotic refrain that soundtracks the galaxy map.



en.wikipedia.org/wiki/Mass_Effect

*Game Released: 2007
Series: Mass Effect 2007*

Chrono Trigger

Secret of the Forest

Yasunori Mitsuda, arr. Chris Carter

Branching storylines and epoch-hopping time travel make Chrono Trigger a wild RPG adventure. Originally released on the SNES by the legendary team at Square, the game begins with the red-haired, katana-wielding protagonist Chrono jumping through a time portal to save his friend Merle, igniting a mission to save the world from a parasitic extra-terrestrial foe.

Secret of the Forest is heard when players enter the lush greenery of Guardia Forest. The lyrical melody begins on the flute before being taken over by the piano, soaring above the flowing harp and the relaxed underpinning of electric bass.



[en.wikipedia.org/wiki/Chrono_\(series\)](https://en.wikipedia.org/wiki/Chrono_(series))

Game Released: 1995

Series: Chrono 1995

Elden Ring

Main Theme

Tsukasa Saitoh, arr. Ben Emberley

The most hotly anticipated game of 2022, Elden Ring is a gothic open world fantasy RPG, developed by Dark Souls creators 'FromSoftware' with contributions from Game of Thrones writer George R. R. Martin.

As one of the Tarnished, you must transcend your exile status to repair the Elden Ring by collecting shards scattered across the land. From its stomach-churning glissando start, the game's main theme is a dense, apocalyptic affair, with blaring trumpet, trombone and horn lines accompanied by choral chanting and rhythms on drums.



en.wikipedia.org/wiki/Elden_Ring

Game Released: 2022

Genshin Impact

Memories of Mondstadt

Yu-Peng Chen, arr. Mark Choi

With seven gorgeously rendered lands to explore, Genshin Impact is a visual treat for RPG gamers. As an unnamed traveller, your quest is to find your long-lost twin, a journey which leads to adventure, battle and teaming up with an array of fun characters.

This medley teleports you through some of the most stirring melodies in the game, opening with a sentimental tune played by a string quartet. We then hear the title theme embellished by wind chime and harp and the aggressive soundtrack to Stormterror Dvalin's boss battle.



en.wikipedia.org/wiki/Genshin_Impact

Game Released: 2020

Tomb Raider (2013)

A Survivor is Born

Jason Graves

Reimagining the origin story of Lara Croft, accomplished British archaeologist and adventurer, this is the 10th Tomb Raider game in the series.

A young Lara is shipwrecked on an uncharted Japanese island with her expedition group and the gameplay centres on enabling her to survive and figure out the island's mysteries.

A Survivor is Born begins suffused with stillness, uncertainty and introspection, with delicate solos on piano, clarinet and horn, before culminating in a triumphant finale.



en.wikipedia.org/wiki/Tomb_Raider

Game Released: 2013
Series: Tomb Raider 1996

Metal Gear Solid 3 Snake Eater

Norihiko Hibino, arr. Benoît Grey

In an alternate reality version of the Cold War, Metal Gear Solid 3: Snake Eater sees you take on the role of a young CIA operative, Naked Snake as he is sent behind enemy lines.

Success in the game relies on mastery of stealth tactics such as camouflage and the element of surprise.

Reminiscent of a Bond theme, with powerful vocals provided by Sara Lynam and big band sound, this makes Snake Eater an emotional big hitter. The voice takes centre stage here, complimented by the pulse of the lower brass and exhilarating violin and clarinet runs.



en.wikipedia.org/wiki/Metal_Gear

Game Released: 2004
Series: Metal Gear 1987

Musicians of the LVGO

Conductor - James Keirle

Strings

Violin

*Lucy Gossip
Alvaro Casas
Rebecca Gleave
Annie Howard
Amanda Kersen
Anni Movsisyan
Lilit Movsisyan
*Juliet Hutcheson
Natalie Beran
Anisa Culling
Lishan Low
Navina Nallamuthu
Yasmin Parsons
Arthur Scamell

Cello

*Stephanie Harris
Clive Clifford-Frith
Leigh Collier
Harriet Read
Emily Reader

Oud

Lailac Al-Taie

Guitar

Connor Baxter

Double Bass

Peter Selves

Viola

*Liv Pearson
Andy Coustick-Deal
Laura Gorden
Gemma Kappala-Ramsamy
Yen Ooi

Harp

Irantzu Agirre Arrizubieta

Piano

Richard Osborne

*Section Leader

Woodwind - Brass - Percussion

Flute / Piccolo

* Barbie Ngobi
Nicola Osborne
Jenn Sambridge

Horn

* David Aylmer
Xavier Delamotte
David Fisher
Perdita Andrew

Oboe

* Rikk Villacarlos
Erika Krish

Clarinet

* Galen Woltkamp-Moon
Sandor Sas
Wendy Saunders

Saxophone

* Emma Thorlby-Witham
Victoria Capaldi
Antoni Marianski

Bassoon

* Judith Thei
Charlotte Barnes

Tuba

Lea Hart

Trumpet

* Peter Horner
Deb Browne
Mary Goodhart
AJ O'Connell

Trombone

* Jonathan Robson
Joe Hammond
Louis James
Henry Jones

Percussion

* Alex Parry
Matty Bell
Chris Carter
Joanna Cheng
Cheryl Kwok
Tina Torbey

Vocals: Sara Lynam

Thank you!

Thank you for coming to our concert
and we hope you enjoyed it!

If you haven't already, please join our
mailing list at www.lvgo.co.uk to keep
updated with our future events.

We would also like to thank Woolwich
Works, our arrangers, our players and
the LVGO Trustee Board. Without them
we wouldn't be able to do what we do.

A special thanks to Jason Graves
(Tomb Raider) and Rocksteady Studios
(Batman: Arkham City) for providing us
with the full scores of the music for
today's concert.

We look forward to seeing you again in
the new year!

The LVGO