



London Video Game Orchestra

Remastered
Now With Bonus Content



/lvgorchestra

www.lvgo.co.uk

Welcome!

Welcome to our 3rd Anniversary concert where we will be replaying some of our top requested pieces by the public and by our members.

This is our largest concert to date and we are thrilled to be back in a public venue since our Classics concert in February 2020!

In this concert we are bringing amazing guitar sounds of Halo, spooky themes from Zelda: Majora's Mask and Bioshock, and amazing choral pieces from Final Fantasy VII with vocals provided by "London's nerdiest choir" Ready Singer One.

Enjoy the show!

The LVGO Trustees

About the LVGO!

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 non profit orchestra, the LVGO will widen 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

- 1] *Final Fantasy VII - Prelude*
- 2] *Final Fantasy VII - One Winged Angel*
- 3] *Ghost of Tsushima - The Way of the Ghost*
- 4] *Anno 2070 - Project Earth*
- 5] *Street Fighter 2 - Medley*
- 6] *Turrican 2: The Final Fight - The Wall*
- 7] *Hollow Knight - Medley*

30 Minute Intermission

- 8] *Halo - Medley*
- 9] *Final Fantasy X - To Zanarkand*
- 10] *Zelda: Majora's Mask - Medley*
- 11] *Final Fantasy VII - Aerith's Theme*
- 12] *BioShock - Main Theme*
- 13] *The Elders Scrolls V: Skyrim - Dragonborn*
- 14] *Undertale - Megalovania*

Final Fantasy VII

Prelude

Nobuo Uematsu, arr. Galen Wolkamp-Moon

A beautiful, flowing melody that almost brims over with emotion, Prelude, also known as Crystal Theme, appears in nearly every single one of Square's Final Fantasy releases, usually soundtracking the main menu.

It's both surprising and impressive that such an iconic refrain was thrown together in around 10 minutes, in response to a last-minute request for music for the original game, according to composer Nobuo Uematsu.

The harp's graceful ascending and descending notes thread through the piece, complementing the lush textures only a full orchestra can create.

Game Released: 1997

Series: Final Fantasy 1987 - Present

Final Fantasy VII

One-Winged Angel

Nobuo Uematsu, arr. Andrés Soto

The seventh major instalment of this beloved Japanese role-playing game needs no introduction, representing a massive step forward for console gaming in terms of story, visuals and music.

To save the world from an evil corporation, mercenary Cloud Strife teams up with a group of eco-terrorists, one of whom holds the key to the planet's salvation.

One-Winged Angel is the theme from the final boss battle, which utilises heavyweight percussion and brass, startling contrasts and doom-laden vocals to dramatic effect.

Game Released: 1997

Series: Final Fantasy 1987 - Present

Ghost of Tsushima

The Way of the Ghost

Shigeru Umebayashi, arr. Andrés Soto

With stunning graphics and fight sequences, Ghost of Tsushima transports you to feudal Japan, where you play Jin Sakai, a samurai fighting to save what is left of his homeland from a Mongol invasion.

Developed by Sucker Punch Productions, this PlayStation game offers a variety of combat styles and an emotive story.

The haunting main theme features beautiful cello and flute solos. Listen for the harp standing in for a traditional Japanese musical instrument, the koto.

Original Released: 2020
Directors Cut Release: 2021

Anno 2070

Project Earth

Tilman Sillescu, arr. James Keirle

Anno 2070 is an engrossing fusion of real-time strategy and city building games, set in a crisis-hit near future when climate change has melted the polar ice caps.

Your mission is to lead either the Ecos or the Tycoons to rebuild civilisation on the land that remains. Project Earth is the main theme which plays when the game is loading.

From a serene if unsettling opening, the piece builds to an ominous, rhythmic climax before ebbing away to voice, strings and synths.

Game Released: 2011
Series: Anno 1998 - Present

Street Fighter II Medley

Yoko Shimomura, arr. Mark Choi

Arguably the classic arcade video game of the nineties, whose influence on fighting games continues to this day.

Street Fighter II sees Ryu, Ken and their fellow warriors kick, punch and combo their way to victory in an epic world tournament - as long as they avoid being KOed (knocked out) first.

This orchestral arrangement by Mark Choi expands the sounds and textures used in Shimomura's original score while retaining its irrepressible excitement and energy.

Game Released: 1991

Series: Street Fighter 1987 - Present

Turrican 2: The Final Fight

The Wall

Chris Huelsbeck, arr. Ben Emberley

Bren McGuire pulls on a Turrican fighting suit to seek revenge on the mutant aliens who slaughtered his crew, bringing peace to the galaxy once more.

This platform shooting game sees you blast and jump your way through multiple levels to get to the half-human, half-robot final boss, The Machine.

The Wall brings to life the heroic yet bloodthirsty nature of the game, with the main tune interspersed with relentless rhythms, intense long notes and uneasy glissandos.

Game Released: 1991
Series: Turrican, 1990 - 1995

Hollow Knight Medley

Christopher Larkin, arr. Matheus Bell

Hollow Knight is a gorgeously rendered 2D platform action-adventure game, created by Australian indie developers Team Cherry. As the mysterious, nameless Knight, you must confront the disease that turned Hallownest, a once-flourishing kingdom of insect creatures, into a desolate place.

This medley is a thrilling ride, culminating in the gothic, dizzying, percussion-heavy battle music for the Nightmare King Grimm. But there are some calmer passages, such as the haunting viola solo that opens the piece and the atmospheric music for the City of Tears.

Game Released: 2017

Series: Hollow Knight, 2017 - Present

Halo Medley

*Martin O'Donnell & Michael Salvatori
Arr. E Fratianni, L Robinson, & B Grey.
Revised by Andrés Soto*

Released alongside the first Microsoft Xbox console ever made and a massive, sequel-spawning success, Halo is a sci-fi first person shooter game. As cybernetically-enhanced SPARTAN soldier Master Chief Petty Officer John-117, assisted by your AI advisor, Cortana, you battle The Covenant, a deadly alien alliance determined to eradicate humanity. Choral lines inspired by Gregorian chants lend this piece an ancient and sombre feel, contrasting with the jagged intensity of the electric guitar, militaristic drums and brass.

*Game Released: 2001
Series: Halo 2001- Present*

Final Fantasy X To Zanarkand

Nobuo Uematsu, arr. Andrés Soto

Final Fantasy X follows Tidus, a star blitzball athlete, who is transported to the world of Spira when his home city is destroyed and joins Yuna, a summoner, on a quest to defeat Sin.

Showcasing advances in video game development at the time, such as 3D backgrounds and voice acting, it is one of the most popular games in the Final Fantasy series.

To Zanarkand plays at the very start of the game, a yearning, stirring, waltz-like piece, where the melody passes seamlessly from piano to oboe and flute, and then to violins and viola.

Game Released: 2001

Series: Final Fantasy 1987 - Present

The Legend of Zelda: Majora's Mask Medley

Koji Kondo, arr. Chad Seiter

Orchestration: Susie Benchasil Seiter

Stuck in a three-day time loop in a parallel universe, in Majora's Mask our hero Link must prevent the moon from falling from the sky and destroying the world.

With an intriguing new land to explore and a time loop to navigate, this is an exciting chapter in the Legend of Zelda game series.

We begin with jaunty Clock Town tune played on oboe and clarinet complemented by groovy percussion, but surging brass notes and trilling strings herald a darker turn as time begins to run out.

Game Released: 2000

Series: The Legend of Zelda 1986 - Present

Final Fantasy VII

Aerith's theme

(Anniversary Arrangement)

Nobuo Uematsu, arr. Louis G. James
Original Lyrics by Erutan

Aerith Gainsborough first appears in Japanese role-playing game Final Fantasy VII in a chance encounter with protagonist Cloud Strife, but she is much more than just a slum-dwelling flower seller, possessing ancient powers that are vital to protecting the planet from Sephiroth's twisted schemes.

Her signature song encompasses majestic, transcendental passages where almost the entire orchestra and choir are in unison, with moments of tranquillity evoked by solos on oboe, piano and double bass.

Game Released: 1997
Series: Final Fantasy 1987 - Present

BioShock

Main Theme & Bathysphere Ride

Garry Schyman Arr. Desha Dunnahoe

Revised by Andrés Soto

BioShock is a first-person shooter with role playing elements, set in the ruined underwater city of Rapture, once a grand Art Deco-style utopia, now a terrifying netherworld where mutants prowl. You piece together the city's downfall while battling human foes and genetically altered monsters, with the moral choices you make in the game affecting the storyline.

Opening with the stately, heart-wrenching main theme played on violin, the piece then moves into the mysterious Bathysphere Ride melody, evoking the initial descent into the ocean's depths.

Game Released: 2007

Series: BioShock 2007 - 2013

The Elder Scrolls V: Skyrim Dragonborn

Jeremy Soule, arr. Andrés Soto

A truly epic and expansive action role-player game, Skyrim is the fifth instalment of Bethesda's hugely successful Elder Scrolls series. Your character is Dragonborn, blessed with legendary powers, destined to save the rugged, northern land of Skyrim from an ancient enemy - with endless side quests along the way if you choose them.

In this piece *Ready Singer One* sing in the powerful language of dragons, which was created especially for the game. Urgent brass fanfares and driving strings convey the scale and intensity of this unforgettable adventure.

Game Released: 2011

Series: The Elder Scrolls 1994 - Present

Undertale Megalovania

Toby Fox, arr. James Keirle

A cult indie role-playing game with an idiosyncratic sense of humour and charming visual style, Undertale follows a child's journey through strange underground worlds to reach the earth's surface.

By giving players the option to befriend or butcher opponents, with gameplay affected by these decisions, it did much to broaden the horizons of what video games could be about.

Megalovania is a jazzy, rip-roaring boss theme from the final battle with Sans the skeleton that captures the infectious energy and epic scale of the game.

Game Released: 2015

Musicians of the LVGO

Conductor - James Keirle

Strings

Violin

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

Viola

Andy Coustick-Deal
Jenny Davies
Laura Gorden
Gemma Kappala-Ramsamy
Yen Ooi

Cello

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

Guitar

Rhys Thomas

Double Bass

Peter Selves

Harp

Irantzu Agirre Arrizubieta

Piano

Richard Osborne

*Section Leader

Woodwind - Brass - Percussion

Flute / Piccolo

* Barbie Ngobi
Nicola Osborne
Jenn Sambridge

Horns

* David Aylmer
Xavier Delamotte
David Fisher
Christopher Villaquiran

Oboe

* Rikk Villacarlos
Erika Krish

Clarinet / Bass

* Galen Woltkamp-Moon
Sandor Sas
Craig Simmons

Saxophones

* Emma Thorlby-Witham
Victoria Capaldi
Antoni Marianski

Bassoon

* Judith Thei
Charlotte Barnes

Tuba

Lea Hart

Trumpets

* Peter Horner
Deb Browne
Mary Goodhart
AJ O'Connell

Trombones

* Jonathan Robson
Joe Hammond
Louis James
Henry Jones

Percussion

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

Singers: Ready Singer One