



LONDON VIDEO GAME ORCHESTRA

Battle Mode Activated



Welcome!

Battle Mode has been activated!

Welcome to our first concert of 2023 where we will be performing our favourite battle themes across various genres.

This music will get your heart racing as you are placed in the battlefield against sworn enemies and some of the biggest baddest bosses.

We hope you will enjoy the performance and cheer along to your favourite battlefield moments.

The LVGO Trustees

Galen Woltkamp-Moon (Chair),
James Keirle, Emma Thorlby-Witham,
Stuart Woltkamp-Moon, Natalie Beran,
Judith Thei

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

Monster Hunter
Proof of a Hero

Fire Emblem: Awakening
Conquest

The Witcher 3: Wild Hunt
Geralt of Rivia

Kingdom Hearts I & II
Hollow Bastion; Working Together; Sinister Sundown

Castlevania II: Simon's Quest
Bloody Tears

30 Minute Intermission

Hyrule Warriors: Age of Calamity
The Champion Mipha

Ni no Kuni: Wrath of the White Witch
The Accident
The Final Battle Against the White Witch

Assassins Creed III
An Uncertain Present & Battle of Breed's Hill

Dark Souls III
Soul of Cinder

Final Fantasy VIII
Don't Be Afraid

Etrian Odyssey IV
Suite

Monster Hunter Proof of a Hero

Masato Kouda, arr. Jacob Zeleny, rev. Andrés Soto

This fantasy action role-playing game developed and published by Capcom in 2004 is the centre of the Japanese media franchise of the same name, *Monster Hunter*.

The goal of the game is to reach the highest hunter rank by completing quests. Opening with a proud brass theme fit for our hero, the arrangement brings us through their journey onto an expansive strings interlude.

As you travel with our hero through the piece, you'll relive the moments of each hunt.



[monsterhunter.fandom.com/wiki/
Monster_Hunter_Wiki](https://monsterhunter.fandom.com/wiki/Monster_Hunter_Wiki)

Game Released: 2004

Series: Monster Hunter, 2004

Fire Emblem: Awakening Conquest

Hiroki Morishita & Kosuke Mizukami, arr. Anni Movsisyan

Fire Emblem Awakening and Fire Emblem Warriors are tactical role-playing games developed by Intelligent Systems, published by Nintendo for the Nintendo 3DS.

Set 2000 years after the events of the original Fire Emblem game, it focuses on Chrom, the Prince of Ylisse, and his personal army, the "Shepherds".

Let the exciting rhythm carry you through moments of exploration, uncertainty, hope, and finally triumph.



en.wikipedia.org/wiki/Fire_Emblem_Awakening

Game Released: 2012

Series: Fire Emblem, 1990

The Witcher 3 : Wild Hunt Geralt of Rivia

Marcin Przybyłowicz, arr. Andrés Soto

This 2015 action role-playing game is the third in the franchise, developed and published by CD Projekt. In the open world of Wild Hunt, you chart your own path to adventure.

The games follow The Witcher series of fantasy novels written by Andrzej Sapkowski.

In the game, you control Geralt of Rivia, a monster slayer for hire who is in search of his adopted daughter, and this is his theme.

Feel the drive of the hunt in the opening and experience the cinematic movement of the battle in this proud arrangement.



*[witcher.fandom.com/wiki/
The_Witcher_3:_Wild_Hunt](https://witcher.fandom.com/wiki/The_Witcher_3:_Wild_Hunt)*

Game Released: 2015

Series: The Witcher, 2007

Kingdom Hearts I & II

Hollow Bastion; Working Together; Sinister Sundown

Yoko Shimomura, arr. Joel Armishaw

A collaboration between game publisher Square Enix and The Walt Disney Company, the Kingdom Hearts franchise is home to the fantasy role-playing games that follows the protagonist, Sora, and his journey and experiences with various Disney and Square Enix characters.

'Hollow Bastion' is the theme of a colossal castle - a site for various battles - that towers above the world of Radiant Garden.

Both lively and bright pieces, 'Working Together' and 'Sinister Sundown' are both battle themes in Twilight Town. You'll find yourself wanting to join in the music, stomping to the march of these uplifting orchestrations.



en.wikipedia.org/wiki/Kingdom_Hearts

Games Released: 2002 & 2005

Series: Kingdom Hearts, 2002

Castlevania II: Simon's Quest

Bloody Tears

Kenichi Matsubara, arr. Ben Emberley

An action-adventure platform game, Castlevania II: Simon's Quest was developed and published by Konami, originally released in Japan in 1987 for the Famicom Disk System, and in North America in 1988 for the Nintendo Entertainment System respectively.

You play as Simon, who has to defeat Dracula in order to remove a curse that Dracula had put on him in the previous game's story. However, Dracula's body had been split into five parts and Simon must find and bring them to the ruins of Dracula's castle so that it may be resurrected and defeated again. Opening with an impressive cello solo to set the scene, 'Bloody Tears' is a recurring piece in the Castlevania franchise that is not to be missed.



en.wikipedia.org/wiki/Castlevania_II:_Simon%27s_Quest

Game Released: 1987

Series: Castlevania, 1986

Hyrule Warriors: Age of Calamity

The Champion Mipha

*Kumi Tanioka, Reo Uratani, Ryotaro Yagi, Haruki Yamada,
arr. Jonathan Shaw*

Hyrule Warriors: Age of Calamity is a crossover between The Legend of Zelda series with the gameplay of Koei Tecmo's Dynasty Warriors series. Having shipped over three million copies worldwide in its first four days, it was the best-selling game in the entire Warriors franchise. Set 100 years before the events of The Legend of Zelda: Breath of the Wild, the Champion Mipha is one of the four pilots chosen to accompany Link and Zelda on their quest, and this is their theme. With a song-like melody over an energetic march cheering on, it is a sound of hope and bravery.

The arrangement culminates in a full orchestration that demands attention.



en.wikipedia.org/wiki/Hyrule_Warriors:_Age_of_Calamity

Game Released: 2020

Series: Hyrule Warriors, 2014

Ni no Kuni: Wrath of the White Witch

The Accident

Final Battle with the White Witch

Joe Hisaishi, arr. Joe Hammond

Ni no Kuni: Wrath of the White Witch is an action role-playing game developed by Level-5. With animated sequences produced by Studio Ghibli and music by the inimitable Joe Hisaishi, the game is one of the best-selling PlayStation 3 games, and won awards from several gaming publications.

We follow a young boy, Oliver, on his journey in search of a way to resurrect his recently deceased mother. 'The Accident' shows us how things are always not what they seem in this world. Demonstrating the power of the White Witch, the final battle's booming theme will evoke Oliver's anxiety and fear in you.



en.wikipedia.org/wiki/Ni_no_Kuni:_Wrath_of_the_White_Witch

Game Released: 2011
Series: Ni no Kuni, 2010

Assassin's Creed III

An Uncertain Present & Battle of Breed's Hill

Lorne Balfe, arr. Oscar James

The fifth instalment in the Assassin's Creed series, Assassin's Creed III is an action-adventure game developed and published by Ubisoft in 2012. The story is set in the 21st century, following Desmond Miles who, with the aid of a machine called the Animus, relives the memories of his ancestors to try and avert the 2012 apocalypse.

In 'An Uncertain Present' the three-beat rhythm sets the pace, giving a false sense of certainty, which is quickly disrupted by the melancholic 4/4 melody that asserts its dominance. 'Battle of Breed Hill' is more urgent, with the brass section driving to the front line.



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

Game Released: 2012

Series: Assassin's Creed, 2007

Dark Souls 3

Soul of Cinder

Yuka Kitamura, arr. James Keirle

The third and final chapter of the Dark Souls franchise, Dark Souls 3 is an action role-playing game developed by FromSoftware and published by Bandai Namco Entertainment in 2016.

'Soul of Cinder' is the final boss of the game, 'the manifestation of all Lords of Cinder that have pledged to defend the First Flame by linking it'.

As final battles go, the music is as intense, terrifying and beautiful as expected, with full orchestrated moments, reminiscent of pipe organs, to spacious moments for thoughtful contemplation.



en.wikipedia.org/wiki/Dark_Souls_III

Game Released: 2016

Series: Dark Souls, 2011

Final Fantasy VIII

Don't Be Afraid

Nobuo Uematsu, arr. Galen Woltkamp-Moon

Final Fantasy VIII is a 1999 role-playing game developed and published by Square for the Playstation console.

The eighth instalment of the franchise doesn't disappoint with its science fiction setting and futuristic cities, telling a story that spans through time and space, love and loss.

'Don't Be Afraid' is its main battle theme that is in the iconic 5/4 time signature - count it!

The militaristic march is intensified by the percussion, keeping the energy in check as the theme develops.



en.wikipedia.org/wiki/Final_Fantasy_VIII

Game Released: 1999

Series: Final Fantasy, 1987

Etrian Odyssey IV Suite

Yuzo Koshiro, arr. James Keirle, Chris Carter

Blending classic first-person dungeon exploration with a cartographic twist, Etrian Odyssey IV: Legends of the Titan was developed and published by Atlus for the Nintendo 3DS.

You play an explorer arriving in Tharsis on an adventure to seek fame and fortune. You discover a sealed-off fallen Empire with more advanced technology, whose prince, Baldur awakens the Titan Heavenbringer and is corrupted by it.

Opening with an achingly beautiful tune that will fill your mind with fantasy wonder, the battle theme is a classic that will raise your heartbeat, calling you to arms till the triumphant end.



en.wikipedia.org/wiki/Etrian_Odyssey_IV

Game Released: 2012

Series: Etrian Odyssey, 2007

Musicians of the LVGO

Conductor - James Keirle

Strings

Violin

* Alvaro Casas
Lucy Gossip
Rebecca Gleave
Anni Movsisyan
Lilit Movsisyan
Natalie Beran
Anisa Culling
Navina Nallamuthu
Yasmin Parsons
Arthur Scamell

Cello

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

Guitar

Connor Baxter
Oscar Denihan

Viola

* Liv Pearson
Andy Coustick-Deal
Gemma Kappala-Ramsamy
Zoë Drake
Yen Ooi

Double Bass

Peter Selves

Harp

Irantzu Agirre Arrizubieta

Piano

Richard Osborne



* Section Leader

Woodwind - Brass - Percussion

Flute / Piccolo

* Barbie Ngobi
Nicola Osborne
Jenn Sambridge

Oboe

* Rikk Villacarlos
Erika Krish

Clarinet

* Galen Woltkamp-Moon
Sandor Sas
Wendy Saunders

Bass Clarinet

Sophie Crump

Saxophone

* Emma Thorlby-Witham
Victoria Capaldi
Antoni Marianski

Bassoon

* Judith Thei
Charlotte Barnes

Horn

* David Aylmer
Xavier Delamotte
David Fisher
Perdita Andrew

Trumpet

* Peter Horner
Deb Browne
AJ O'Connell

Trombone

* Jonathan Robson
Joe Hammond
Louis James
Henry Jones

Percussion

* Alex Parry
Matty Bell
Chris Carter
Joanna Cheng
Tina Torbey

Tuba

Lea Hart

Thank you!

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

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

Summer Concert

We will be celebrating LGBTQ+ games
and composers with our next concert

‘Pride in Gaming’

on Saturday 10th June 2023

at Logan Hall, 20 Bedford Way,

WC1H 0AL

If you haven't already, please join our
mailing list at www.lvgo.co.uk to receive
updates about this and future events,
including priority booking*.

The LVGO

* priority booking may not be available for all concerts.