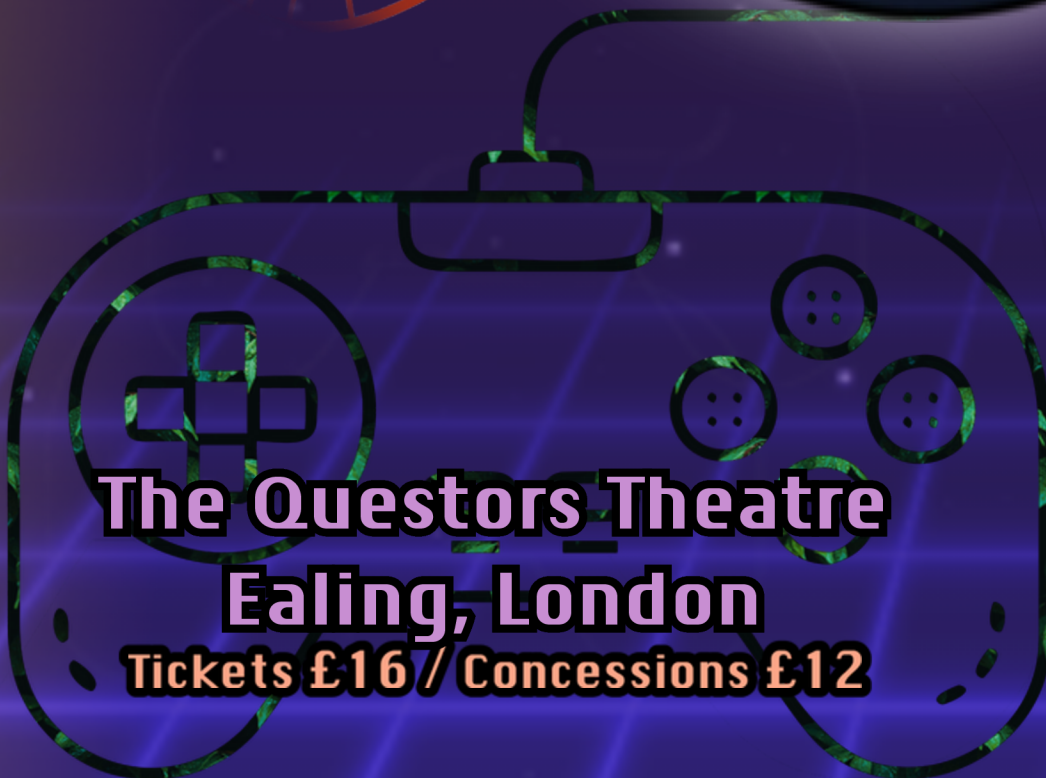


London Video Game Orchestra

25th July 2026 | 7:30pm



The Questors Theatre
Ealing, London

Tickets £16 / Concessions £12



/LVGOchestra
www.lvgo.co.uk

Welcome

TO THE

80s



Settle in for a concert of
nostalgia, musicality, and
pure joy

Player 1 Start

PROGRAMME

ACT 1

1. COMMAND & CONQUER: RED ALERT
HELL MARCH
2. THEME HOSPITAL
MEDLEY
3. CROC: LEGEND OF THE GOBBOS
TITLE THEME
4. FINAL FANTASY VI
DANCING MAD
5. FINAL FANTASY
PRELUDE
6. DONKEY KONG COUNTRY
SUITE
7. NIGHTS INTO DREAMS
MAIN THEME



Evelyn



Patricia



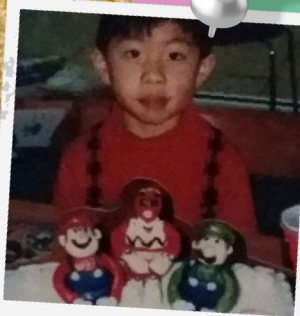
Jenn



Rebecca

ACT 2

8. CHRONO CROSS
SCARS OF TIME
9. THE SECRET OF MONKEY ISLAND
MAIN THEME
10. HEROES OF MIGHT AND MAGIC III: THE
RESTORATION OF ERATHIA
MEDLEY
11. SUPER MARIO 64
SLIDER
12. TRANSPORT TYCOON DELUXE
MAIN THEME
13. STREET FIGHTER II
MEDLEY



Terence



David



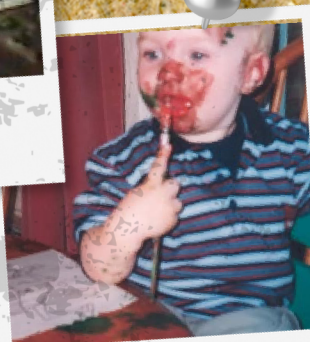
Xavier



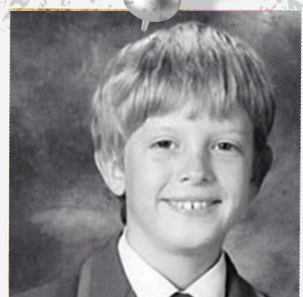
Joe



Jenn



Peter



Richard



Connor



Catherine



Galen



Griffin



Jamie



Carlo & Nephew



Patricia

PLAYERS OF THE LVGO

Section Violin 1
 Karyan Au-Yang
 Rebecca Gleave
 Terence Au. ☺
 Evelyn Wandersoth
 Lucy Gossip*
 Melanie Wong
 Jess Prew

Section Violin 2
 Philip Edwards
 Catherine Setchfield
 Bethany Steed
 Henry Chan
 Olu. Jones*

Section Viola
 Liv Pearson*
 Andy Constick-Den!
 Yen Doi
 Natalie Beran
 Lwsi Jones-Angove
 Gemma Kappala - reamsamy

Section Cello
 Jamie Flach
 Patricia Williams*
 Charlotte Riley
 Wendy Saunders
 Tamsin Oxford-Williams

Section flute / Piccolo
 Nicola Osborne
 Jenn Sambridge*
 Barbie Mukoda

Section Clarinet
 Matt McCarthy*
 Al Wills

Section Oboe / Cor Anglais
 Sile Wang (cor)
 Nora Wannaget*

Section Bass Clarinet
 Sophie Crump

Section Bassoon
 Charlotte Barnes
 Maxim Kelly

Section Saxophone
 Max von Motz
 Samuel Davis

Section Harp
 Ellen Lawford

Section Trumpet
 Arthur Elletson*
 Jake Fletcher
 Charlie Keeling
 Marcus Bady

Section Trombone
 Louis James-Cook
 Richard Campbell
 Joe Hammond*

Section Horn
 Xavier Delamotte*
 Dom Harries
 Thomas Pinnell
 Ben Powell Davies

Section Tuba
 LEA HART

Section Keyboard
 2335*
 Friyan Bajan

Section Percussion
 MATTIE BELL*
 MORGAN PARRY
 TINA TORBEY
 CAMERON
 WILL LEWIS-SMITH
 Ernie Ellis

Section Guitar
 Connor Baxter

Section Bass Guitar
 Peter Selwa

* First Chair

Command & Conquer: Red Alert Hell March, 1996 - Frank Klepacki, arr. Richard Osborne

Command and Conquer was first released worldwide by Westwood Studios in 1995. It is set in the near future, where Earth is contaminated by Tiberium, a mysterious substance. In 1996, Command and Conquer: Red Alert was released as the prequel, set in an alternate early history. This real-time strategy game grew into a franchise with two series: the original 'Tiberium series' and the 'Red Alert series', which are now owned by Electronic Arts. In all the games, the player needs to construct a base and acquire resources in order to fund assaults on the opponent's base and ultimately conquer them.

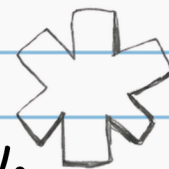
Frank Klepacki wrote this piece, which is now used as the main theme for all Red Alert games, which includes Red Alert, Red Alert 2, Red Alert 3, Red Alert Mobile, and Red Alert Online.

Hear the stomping! The march is close!

'Hell March' is undeniably a rock tune set to the sound of marching boots. Let the energetic electric guitar riff bring you to your feet!



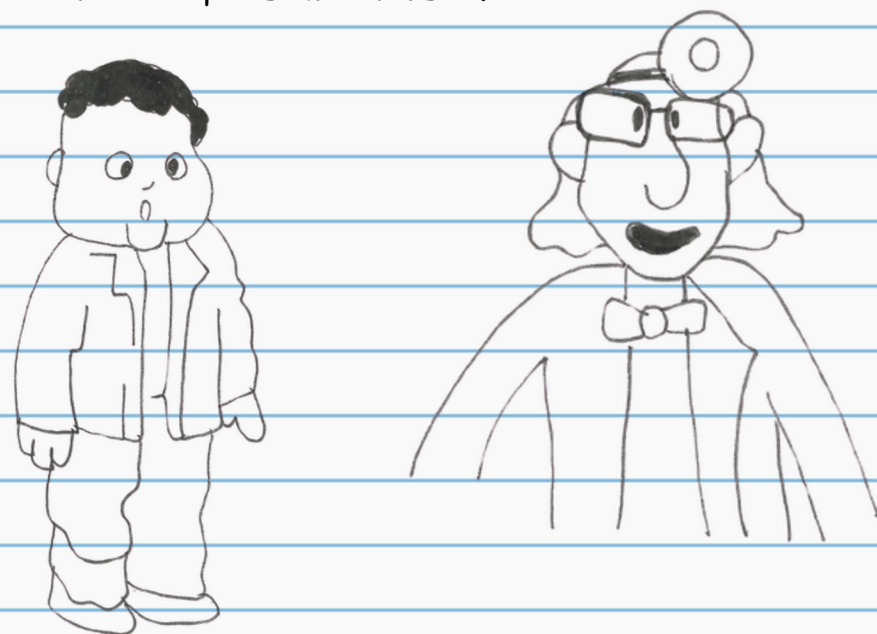
Theme Hospital Medley, 1997 - Russel Shaw, Adrian Moore, arr. Nicola Osborne



Theme Hospital is a 90s hospital management game, where you treat serious illnesses such as 'Bloaty Head', 'Slack Tongue' and 'Hairytitis'.

This medley is a fully realised orchestration of the original MIDI tracks.

While there is a spiritual successor of this game in Two Point Hospital, diehard fans still play the original Theme Hospital game from an open source version.



Croc: Legend of the Gobbos Title Theme, 1997 - Justin Scharvona, arr. Louis James

Clap along as we swing to the title theme from Croc: Legend of the Gobbos. This simple and catchy tune will have you humming to it in no time.



Developed by Argonaut Software and published by Fox Interactive in 1997, Croc: Legend of the Gobbos is a classic 3D platform game released for the PlayStation, Sega Saturn, and Windows. Join Croc in his mission to rescue the kidnapped Gobbos from the evil sorcerer Baron Dante and his impish Dantini minions! Run, jump, climb, swim, and tail-spin to your heart's content. For an even more vibrant experience, check out the lovingly remastered and updated version!



Final Fantasy VI Dancing Mad, 1996 - Nobuo Uematsu, arr. Louis James

Final Fantasy VI, also titled Final Fantasy III in its initial North American release, is the sixth instalment of the beloved RPG franchise from 1994. Breaking out of the medieval fantasy themes of the previous games, this world has machinery, magic, opera and the fine arts!

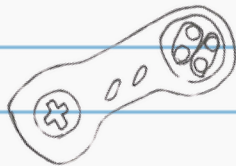
"Dancing Mad" stands as a monumental achievement in video game music. Spanning nearly twenty minutes in its original form, the piece is a multi-movement progressive rock odyssey that tracks the transformation of the antagonist, Kefka Palazzo, from a chaotic jester into a self-styled god.

The sprawling, episodic nature of the original score has been turned into a cohesive suite by guiding the audience through its distinct thematic evolution: An ominous opening that heralds the descent into chaos, the rhythmic section capturing the frenetic manic energy of the villain, the pseudo-liturgical passage that lends the piece its mock-religious grandeur, and a triumphant and terrifying collision of motifs that builds to a relentless high-octane conclusion.

Final Fantasy Prelude, 1987 - Nobuo Uematsu, arr. Galen Woltkamp-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 Enix'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 in 1987, 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.

In the original game Final Fantasy, 'Prelude' can be heard in the opening, formation and in some of the world map screens. In the following instalments of the game, this piece appears in new game screens, end game screens, special locations, and even in jukeboxes. When you're playing a Final Fantasy game next, see if you can spot it!



Donkey Kong Country Suite, 1994 - David Wise, Eveline Fischer, arr. Andrés Soto



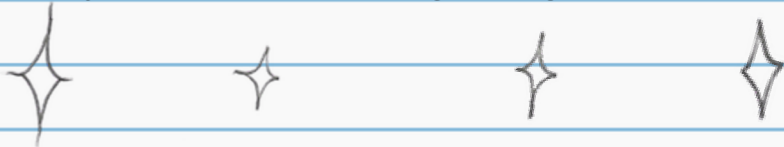
Donkey Kong Country is a platform game and is the first game in the Donkey Kong Country series. The game centres on the duo of Donkey Kong and his nephew Diddy Kong, who are on a quest to recover their stolen banana hoard from King K. Rool and his henchmen Kremlings. Released in 1994, Donkey Kong Country received critical acclaim and sold more than nine million copies worldwide, making it the third best-selling SNES game.

David Wise, together with Eveline Fischer and Robin Beanland, composed the music for Donkey Kong Country. The game is known for its atmospheric music mixing natural environmental sounds with prominent melodic and percussive accompaniments, featuring a wide variety of musical styles. Arranged by Andres Soto, let the music tonight take you through Africa-inspired jungles, caverns, oceanic reefs, frozen landscapes, and industrial factories.

Nights into Dreams

Main Theme, 1996 - Tomoko Sasaki, Hayato Matsuo, Yutaka Minobe, arr. Joe Hammond

Originally released in 1996 for the SEGA Saturn, NiGHTS: Into Dreams is a journey through the land of Nightopia and Nightmare, where dreams take place. It follows the jester NiGHTS and two children, Claris and Elliot, who journey together to stop NiGHTS' creator and the ruler of Nightmare, Wizeman. It was originally conceived by three veterans of SEGA's Sonic Team, who wanted to play with the idea of flying in a video game. The team have also said that many aspects of the game were inspired by the works of Carl Jung and Sigmund Freud.



The main musical motif present throughout this arrangement can be heard throughout both NiGHTS: Into Dreams and it's sequel, Journey of Dreams, mainly in the form of a pop song called Dreams Dreams.

This arrangement takes us through a whimsical journey, beginning with pleasant dreams of flying, with some hints of nightmares taking over towards the middle, before appearing the other side having overcome the nightmares.

Chrono Cross

Scars of Time, 1999 - Yasunori Mitasuda, arr. Max von Motz

'Scars of Time' begins to play over the opening cutscene and the following poem:

What was the start of all this?

When did the cogs of fate begin to turn?

Perhaps it is impossible to grasp the answer now,

From deep within the flow of time...

But, for a certainty, back then

We loved so many, yet hated so much,

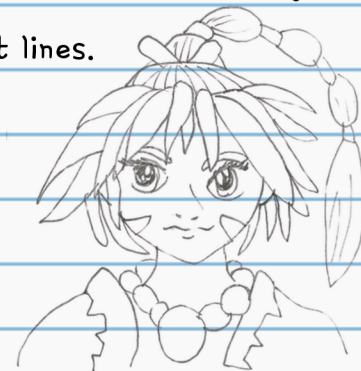
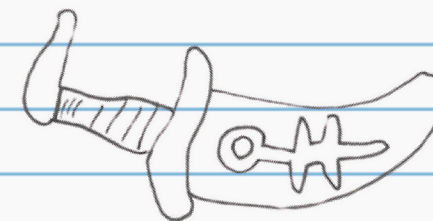
We hurt others and were hurt ourselves

Yet even then, we ran like the wind,

Whilst our laughter echoed,

Under Cerulean skies...

'Scars of Time' begins with a haunting flute melody before transitioning to an upbeat action movement, with distinctly Japanese-inspired melodies and descant lines.



The Secret of Monkey Island

Main Theme, 1999 - Michael Land,
arr. Pablo Guerrero M., rev.
Andres Soto

If you said "90s point and click adventure game" to gamers, The Secret of Monkey Island, developed and published by Lucasfilm Games in 1990 will likely come to mind. This classic game is set in a fictional version of the Caribbean during the age of piracy and follows Guybrush Threepwood as he explores the island to complete his tasks in order to become a pirate.

You, of course, play Guybrush Threepwood. You arrive on Melee Island, and you have to seek out the island's pirate leaders and complete their trials. The good news is that the game is

designed so that the character's death is nearly impossible, and the dialogue and story is filled with humour.

The main theme by Michael Z. Land is as iconic as the game, with calypso and reggae themes delivered by an orchestra!



Heroes of Might and Magic III: The Restoration of Erathia

Medley, 1999 - Paul Anthony
Romero, arr. Bohdan Reshetilov

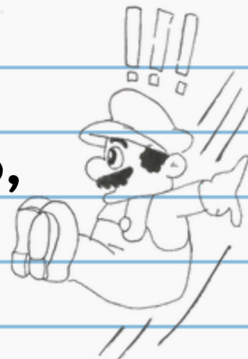
The third instalment to the Might and Magic franchise, Heroes of Might and Magic III: The Restoration of Erathia was released for Windows by The 3DO Company in 1999. This turn-based strategy series where the player controls heroes that command armies of mythic and legendary creatures was developed by Jon Van Caneghem through New World Computing.

Heroes 3 continued releasing expansion packs, level packs through the Heroes Chronicles spinoff series with new gameplay mechanics, campaigns, and even new music, with a HD remastered version in 2015.

- Main Menu Theme—a whimsical and heroic theme that quietly hints at the events to come.
- Rampart Town—a quiet theme, it represents Rampart, a good alignment town, home to the Ranger and Druid hero classes.
- Tower Town—this playful waltz highlights the magical qualities of the snowy town, home to Alchemist and Wizard hero classes.
- Inferno Town—this evil alignment town is home to the Demonic and Heretic hero classes. Feel the heat and unease of its red, lava terrain.
- Combat 2—feel the urgency and the call to arms in this final theme. Will your efforts finally bring peace and independence?



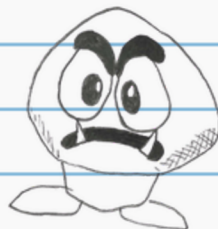
Super Mario 64 Slider, 1996 - Koji Kondo, arr. Lucy Gossip



Nintendo hit hard in the 90s. In 1996, Super Mario 64 was released alongside the first 64-bit console, the N64. While not the first 3D video game, it did solidify many of the conventions 3D games still use today, such as a moveable third person camera. (Who could forget our pal Lakitu?)

The slides are three stages found in Peach's Castle, each containing two stars. One is obtained by finishing the course, but the other can only be found by racing an NPC, finishing the course within a time limit, or finding a secret exit.

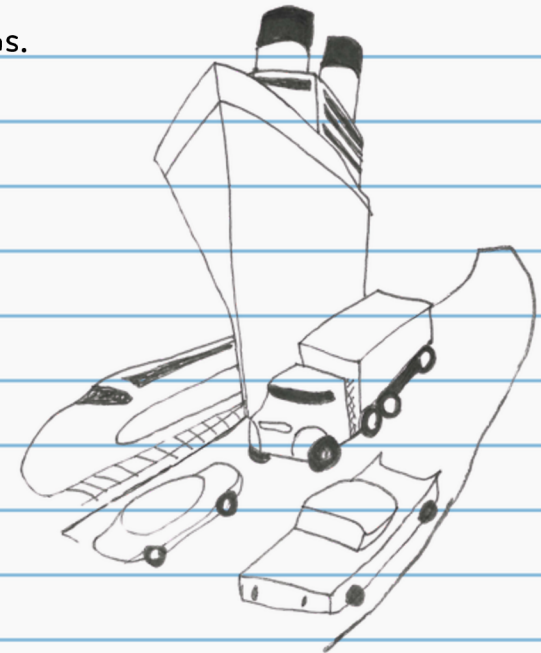
The 'Slide Theme' is a lively racing tune with a country influence, almost reminiscent of the Benny Hill theme, as Mario fights to stay on the narrow slide over a bottomless pit. Written by Koji Kondo, it is a frantic bluegrass-inspired arrangement of the 'Main Theme' from the same game.



Transport Tycoon Deluxe Main Theme, 1995 - John Broomhall, arr. Nicola Osborne

Capitalism! It's everyone's favourite pastime. Transport Tycoon spans a century as the player builds a transport and logistics network from the ground up. The Deluxe version of the game added new environments, vehicles, and upgrades.

The theme is inspired by big band arrangements, featuring rhythmic horns and jazzy licks, reminiscent of the 1930s, when the game begins.



Street Fighter II **FIGHT**

Medley, 1991 - Yoko Shimomura,
arr. Mark Choi

With seven main series in the franchise of Street Fighter, Street Fighter 2 is the most recognised. Developed and published by Capcom for arcades in 1991, it is a simple fighting game that was the best-selling fighting game until 2019, with over 200,000 arcade cabinets and 15 million games sold worldwide.

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 Yoko Shimomura's original score while retaining its irrepressible excitement and energy.

Street Fighter II has also been frequently sampled and referenced by lots of hip-hop artists, especially the shouts of "Hadouken," "Shoryuken," and "Perfect"!





Joe Davies - Conductor

Recently praised for his 'musical brilliance' (Seen and Heard International), Joe Davies is a Conductor working around the UK. He is Assistant Conductor of the English Symphony Orchestra and Musical Director of the UK Proms in the Park Orchestra, with recent engagements including the Royal Northern Sinfonia, Orchestra of the Swan, Sinfonia Smith Square, and National Schools' Symphony Orchestra. He is Musical Director of Windsor & Maidenhead Symphony Orchestra, Canterbury Symphony Orchestra, Oxford Millennium Orchestra, Leamington Sinfonia, Solway Sinfonia, Cumbria Youth Orchestra, Coventry & Warwickshire Youth Orchestra, and the London Video Game Orchestra and Artistic Director of the Cumbria Opera Group. Previous MD positions include Worcester Philharmonic Orchestra, Midland Concert Orchestra, and Contemporary Music East Midlands (CoMA), while other engagements include the Oxford University Orchestra, Nottingham Symphony Orchestra, and the City of Southampton Orchestra.

Joe's Opera credits include The Turn of the Screw, Don Giovanni, Così fan tutte, Acis and Galatea, Trouble in Tahiti, Dido and Aeneas, and Venus and Adonis with the Cumbria Opera Group, alongside Candide at the Oxford Playhouse and Mansfield Park with Cardiff Opera. Joe was Artistic Director of the Cumbria Opera Festivals 2021, 2023, and 2025, involving artists such as Roderick Williams OBE and Joan Rodgers CBE. Joe has conducted premieres of works by Howard Skempton, Alex Ho, Martin Bussey, and Harry Baker, while concerto collaborations include Jess Gillam, Laura van der Heijden, Emma Johnson, Xhosa Cole, Esther Abrami, Elly Suh, Kirill Troussov, Benedict Kloeckner, Konstantin Soukhovetski, and Clare Hammond.

Joe graduated with a First Class Degree in Music from St Peter's College, Oxford, and studied Orchestral Conducting at the Royal Birmingham Conservatoire, graduating with Distinction, where he studied under Michael Seal. Other training includes the Serena Fenwick Programme with British Youth Opera.

Thank You

A huge thank you to Questors Theatre, our wonderful arrangers,
performers, volunteers and ushers.

Thank you to Jonna Hagglund for our poster design, Griffin Jenkins for the
programme design, Yen Ooi for programme notes, and Catherine Setchfield and Jenn
Sambridge for programme art.

The LVGO proudly supports human-made art



Extra thanks to all our players, new and old, who have helped this orchestra grow.

And an extra special thank you to YOU!

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