

GAMER'S RHAPSODY

2016

November 18-20 | MPLS
Doubletree Park Place



*The biggest,
most exciting
GAMER'S
RHAPSODY
video game
convention yet!*

Gamer's
Rhapsody



OFFICIAL PROGRAM
#GRCON3

2016 GUESTS OF HONOR



Emily Reese - All Weekend

Emily Reese is a video game music specialist/expert/extraordinaire and Cat Enthusiast. As former host of Top Score™ for MPR, she interviewed dozens of video game music composers and groups to help expose video game music to the classical and greater world. Currently, she is busy with her new company called: Joon Media, Inc. A company, born in Minneapolis and dedicated to producing podcasts and videos for the world of digital maestros, including gamers, composers, students, and developers.

Jeron Moore - Friday Only

Jeron Moore is an American producer currently based in Portland, Oregon. He's made a broad spectrum of

contributions in the video game industry, ranging from video production to music direction, supervision and editing for companies including Nintendo, The Pokémon Company, Take Two Interactive, 2K Games, Human Head Studios, 3D Realms Entertainment, NC Soft, ArenaNet, Namco and Black Hole Games. Jeron also served as album producer on over 12 soundtrack albums for British Academy Award-winning composer Jeremy Soule, including highly acclaimed scores for the Guild Wars franchise, The Elder Scrolls III: Morrowind and The Elder Scrolls IV: Oblivion, Dungeon Siege 2, Supreme Commander, Prey, Order of War, IL-2 Sturmovik: Birds of Prey, and

Gaia Interactive's Monster Galaxy. In 2008, Jeron was brought on as producer for Play! A Video Game Symphony, a touring concert series featuring orchestral performances from video games. Jeron served as producer and lead creative on The Legend of Zelda 25th Anniversary Symphony in 2011, The Legend of Zelda: Symphony of the Goddesses world tour, and Pokémon: Symphonic Evolutions.



Eric Buchholz - All weekend

Eric Buchholz is a video game music arranger/orchestrator born and raised in northern Minnesota. He currently resides in Seattle where he composes and arranges music and serves as assistant to composer Chad Seiter and orchestrator Susie Benchasil

Seiter. Most recently, he has completed the music for ReCore. He was involved with the production of video game music concert tours including The Legend of Zelda 25th Anniversary Symphony, The Legend of Zelda: Symphony of the Goddesses, and Pokémon: Symphonic Evolutions. Eric was also an arranger on Zelda Reorchestrated's Twilight Symphony album and producer of Pokémon Reorchestrated's Double Team! album. He is currently working in collaboration with Materia Collective on Hero of Time, a one-hour album of live orchestrations from The Legend of Zelda: Ocarina of Time.

Ben Mullen - Saturday Only

Ben Mullen is a master Tetris player who was the 7th person confirmed to have maxed out the score in NES Tetris (999,999). He also holds The SNES Tetris score record with a score of 732,465 as well as several other notable tetris feats. He is one on the Principle stars in the Tetris documentary Ecstasy of Order: the Tetris Masters, a documentary highlighting the search for the world greatest tetris player (spoiler alert; nah jk, go watch it). He is regarded as perhaps the greatest looking tetris player of all time and amongst the most humble as well.



2016 PERFORMERS

Do A Barrel Roll!: Saturday 9pm

Do a Barrel Roll! is the real deal. This elite band uses absolutely no MIDI or studio wizardry to create their music. Every single note and part is played by a real living being (even if they may not necessarily be from this planet). The complex arrangements heard on the recordings are true representations of what the audience will hear coming from the stage as they join DABR! in their fight against evil by playing video games during the live events.



Nerd Enhanced Sound: Saturday @ 7:30pm

As wee lads, Mike Vasich and Nick Gaudette spent many hours studying the every move of digital 8-bit figurines that would jump, slide, run, and knock out bricks across the screen. The intriguing world of 8-bit music is recreated in this fantastic reincarnation of the old themes and melodies during the 80's and 90's. With the help of Zack Kline from the Orange Mighty Trio, NES (Nerd Enhanced Sound) explores these wonderful and lush musical backdrops that caught the eye of generation X and the generations to come. If you like throwing balls of flame, dodging hammers,

eating various fungi, then this is the music for you!

Twin Cities Trio: Saturday @ 1pm

United by a passion for chamber music, the Twin Cities Trio has performed recitals and provided music for special events throughout Minnesota for eight years. Oboist Carolyn Hauptert completed her oboe studies at the College of St. Benedict in St. Joseph, Minnesota. After studying at Michigan State University,



clarinetist Mary Beth Huttlin completed her doctorate in clarinet performance at the U of M and performs with the Metropolitan and Kenwood Symphonies. Bassoonist Maia Hamann is a graduate of the College of St. Benedict, Augsburg, and the University of Minnesota and plays with the St. Cloud Symphony and Amadeus Orchestra.

Bards of the Goddesses: Saturday @ 6pm

Catch a live performance of music from games such as The Legend of Zelda, Halo, Professor Layton, and more by trio Bards of the Goddesses. The performance will feature Gamer's Rhapsody video music convention planning members Thomas Spargo, Kenny Schuster, and Vaughn

Rowles on guitar, piano, violin, accordion, and viola. The bards have more instruments than performers, so you'll notice them constantly switching instruments in between pieces and even in the middle of the songs!

Super Marcato Bros.: Friday @ 8:30pm

The Super Marcato Bros. are made up of Karl, Will and Marty Brueggemann. They are a video game music trio from the twin cities. They will be joined by special guests to flesh out a full live band, which will bring to life a wide variety of killer video game music!



Performers continued on the next page.

2016 PERFORMERS

Continued



Ravepulse: Friday @ 10pm

Ravepulse is a 25-year-old Pusheen obsessed, Progressive and Electro House DJ and Producer from Minneapolis, MN. He is a music business major at the University of St. Thomas. Driven by an addictive passion for music, Ravepulse brings melodic, hard hitting vibes to the crowd. His many stops include conventions such as AniMinneapolis, Anime Midwest, Con-Alt-Delete, Metacon, Oni-Con, and more. In 2012, Ravepulse was featured in Capcom's Street Fighter 25th anniversary music collection with "Final Stage." In 2014, his remix of "Am I Wrong," by Nico and Vinz was featured on SiriusXM BPM/Electro and supported by host and DJ, Austin Kramer. Recent works include remixes of JoJo's Bizarre Adventure, Mega Man X, Kingdom Hearts, and more.

OverClocked Remix: Saturday @ 10:30pm

It may be the beginning of winter, but for Overclocked University, it is still spring break! Come prepared to dance for Gamer's Rhapsody's beach party to end all beach parties (at least in November)! Featuring sunny and synthy dance music mixed with a rocking good vibes atmosphere, the OCU crew has cooked up a ton of great music for you. You'll hear old classics mixed with new favorites and a few hidden gems sprinkled on top.



#BYTE

EAT + DRINK + GEEK

Coming March 2017

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GAMERS RHAPIDLY

GAMERS ラピドリー RHAPIDLY

Gamers Rhapsody is a Speedrun Marathon hosted by Gamer's Rhapsody for the charity Carbon Fund, a non-profit organization focused on offsetting, preventing, and removing carbon (human) pollution from the earth and atmosphere.



Carbonfund.org
REDUCE WHAT YOU CAN OFFSET WHAT YOU CAN'T™

Our goal for this marathon is to make Gamer's Rhapsody a carbon-free event, and to raise awareness of the impact our carbon footprint has. Beyond that, we hope to make all future conventions and events carbon-free, plant trees, and promote a carbon-neutral lifestyle.

You can help us by going to

<http://gamersrhapsody.com> to donate.

**100% of your donation will go to
Carbonfund.**

How to reduce carbon by yourself:

- Switching to CFL or LED lighting in your home will not only save you money, but will reduce carbon. These lightbulbs use 66-85% less energy than incandescent bulbs and can save you \$40 or more over its lifetime.
- Recycle your Red Bull Cans. Manufacturing creates about 4-8 pounds of carbon for every pound of product produced.
- Charge your phone at home, with a battery pack, or anywhere else inside. Charging your phone in your car costs 33 times more money than charging at home because of the fuel inefficiency of gasoline powered cars. Because of devices being charged inside of cars, it's estimated to produce as much CO2 as 185,257 cars added to the road each year in the US alone.



A huge shout-out and thank you goes to Midwest Speedfest for all of their help with equipment, resources, and contacts. We are so grateful for their knowledge and connections with the speed gaming community—helping to make this marathon a possibility.

SCHEDULE

Friday

Satur

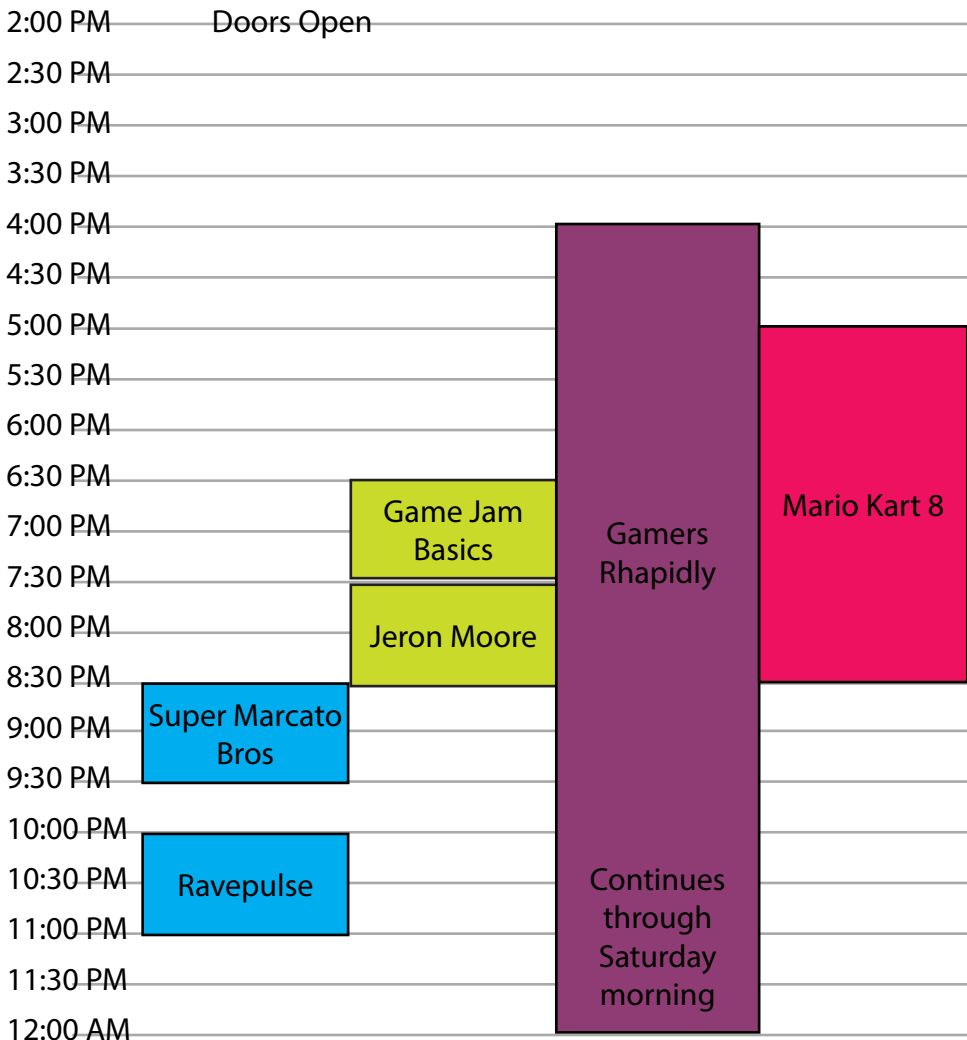
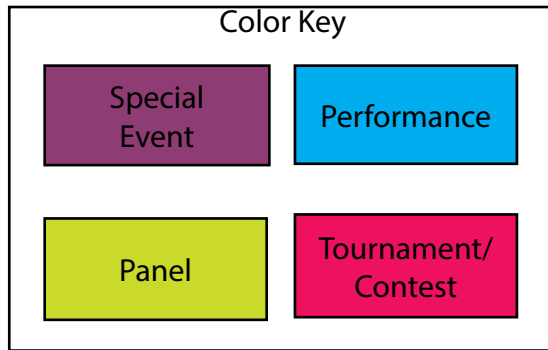
Time Music Hall Panels Events Tournaments

Time Music Hall Panels

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Youtube
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SCHEDULE

day

Sunday

Events

Tournaments

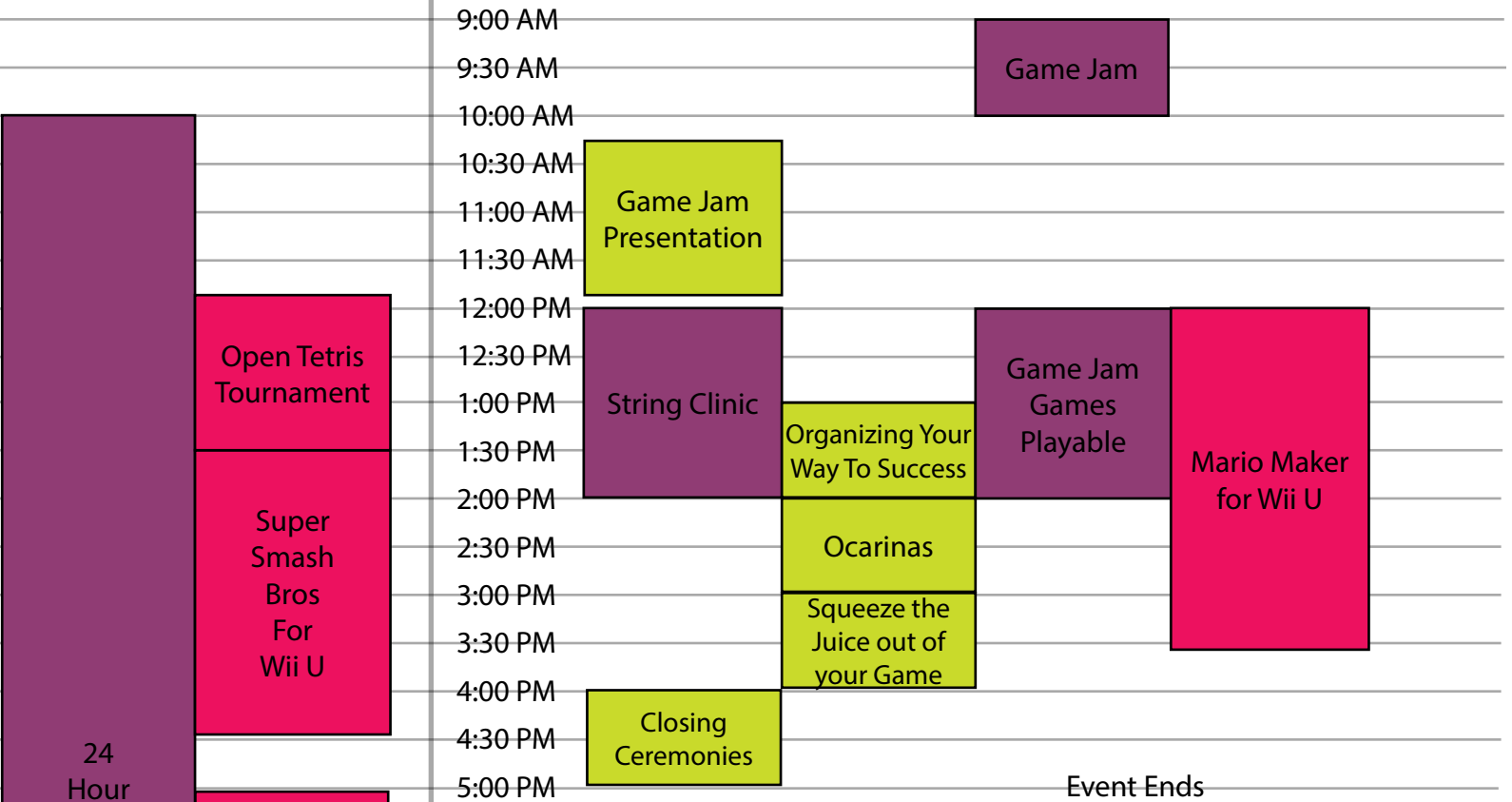
Time

Music Hall

Panels

Events

Tournaments



24 Hour Game Jam

Open Tetris Tournament

Super Smash Bros For Wii U

Monster Hunter

Other Hours

Badge Pickup: Fri 1pm-8pm, Sat 9am - 9pm, Sun 9am - 3pm.

Jam Cafe: Open 24 Hours*!

GAME Room: Open 24 Hours!*

LAN - Sat 10am-midnight, Sun 10am-5pm.

Vendor Hall: Fri 2-8pm, Sat 10-6pm, Sun 10-4pm.

GRID: Fri 2-8pm, Sat 10-6pm, Sun 10-4pm.

Speed Runners Practice Room (Orchard) Fri 2pm - Sat 7am

Volunteer Room: Open 24 Hours

Cash Bar: Fri and Sat 5pm - 11pm

*If after 2am no one is using the room, Gamer's Rhapsody reserves the right to close the room and reopen at 9am the next morning.

MIDWEST GAME JAM

About Midwest Game Jam

The Midwest Game Jam (MGJ) is a 24 hour game jam providing developers in the Midwest an opportunity to network and collaborate. It was created to strengthen the game development industry in the Midwest by connecting its isolated communities.

In addition to supporting the already existing game development community in the Midwest, MGJ encourages industry growth by engaging local youths in the game development process. In hopes of helping to diversify the games being created as well those creating them, the MGJ focuses on providing opportunities to marginalized and underrepresented groups.

Dead Hardware Drive

The Midwest Game Jam and Stenzinger Software have partnered with The Works Museum to organize the first ever Game Day at The Works on February 11, 2017! The event will inspire the next generation of innovators, engineers, and creative problem solvers by giving them a hands on experience of what it's like to make video games. One of the stations at the event will be a tech take apart where participants will be able to deconstruct game related hardware to see how it works.

You can help make the event a success by donating your non-functioning game consoles and peripherals to the cause! For more information, please get in touch with us via email at midwestgamejam@gmail.com.

Sign up for tournaments at
Badge Pickup. Rules available
online and at Badge Pickup.

TOURNAMENTS &



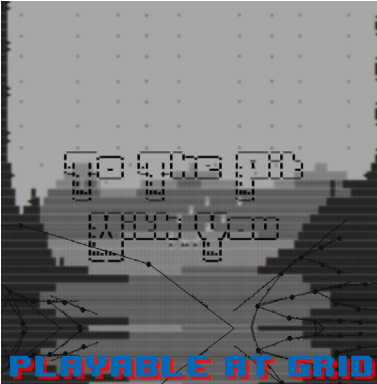
Be Sure to vote
for your
favorite games!

G.R.I.D Games

Gamer's Rhapsody Indie Developers

Virtual Reality Games

2D and 3D Games



CONTESTS

Sign up for tournaments at
Badge Pickup. Rules available
online at at Badge Pickup.



PANEL DESCRIPTIONS

Friday

Game Jam Basics

With Beth Korth at 6:30pm.

Learn the different roles inside the game jam, format, and how to be the most productive in 24 hours.

A talk with Jeron Moore

With Jeron and Emily Reese at 7:30pm

Meet Jeron Moore, the creator of *Symphony of the Goddesses*, *Pokemon Symphonic Evolutions*, and producer for many album producer for series like *Elder Scrolls* and *Guild Wars*.

Saturday

A talk with Austin Wintory

With Emily Reese and special eGuest Austin Wintory at 11am

Emily chats with Austin over webcam about his latest projects including *ABZU*, *Assassin's Creed*, and *Journey Live*. A Q&A will be available during the second half.

Retro Masters

With Ben Mullen and John Byram at 12pm

Tetris Master and SNES Tetris world record holder Ben Mullen and world class Dr. Mario player John Byram talk about what it is like to compete at a high level in retro games, and discuss the Tetris community at large.

Music Theory for Devs: Basics for Non-Composers

With Troy Strand at 12pm

Do you find yourself unable to express the musical ideas for your game? Want to save time and

money when talking with your composer? Come listen to Troy Strand discuss the building blocks of music, helpful hints to get the exact sound you're looking for, and how to communicate with the composer you've hired for your next big hit!

The VR Panel

With Ty Burks at 1pm

Curious about what's up with all this VR stuff? Making a VR game and looking for tips? Want to hear some random VR stories? Have a "great" idea for a VR game? Let's talk about VR!

A Successful Kickstarter

With Eric Buchholz, Kris Szafranski, and Charlie McCarron at 2pm

Learn from our panelists successes on Kickstarter including Eric's 3 albums, Kris' video game, and Charlie's world tour, with their combined, \$111,000 raised.

Getting Started With Game Audio: tips, tricks, and tools to land a gig

With Robert Frost III at 3pm

Composer Rob Frost will cover his experience including his upcoming game, *Joggernauts*, along with tools to get you started.

The World of Podcasting

With Emily Reese at 4pm

Emily Reese, founder of *Joon Media* and former *Top Score Podcast* host, talks about her journey through radio programming, and podcasting best practices.

OCRemix Contest Judging

With Andrew Luers and OCRemix at 5pm in Music Hall

Listen to all the submissions of *Super Mario 3* music remixes submitted by the OCRemix community over the past month, and learn the results live!

The Inspirations of Video Game Music

With The Super Marcato Bros at 5pm

This panel will explore the diverse set of musical genres and traditions inspiring the art form of video game music! The *Super Marcato Bros.* will take you on a journey through music history, from the medieval era to the modern day, to discuss the origins of the game music you know and love!

Monster Hunter

with Andrew Pen (ReallyPointy) at 5pm

Join Twitch Streamer, ReallyPointy, in playing *Monster Hunter*. Watch or play with while Andrew slays beasts in the popular RPGMMO.

Shaders 101

With Scott Lembcke and Andy Korth at 6pm

Ever wondered how shader programming works to render all those delicious pixels? Come and learn some of the basics, and start putting shaders in your own game!



THE
BIT
RUN

PANEL DESCRIPTIONS

Sunday

Game Jam Presentation

With special guests at 10:15am

The games are done, now watch our special guests play the games on stage, commentate, and give category awards to games.

String Clinic

With Nick Gaudette and Keny Schuster at 12pm

Students at the clinic will participate in a 2 hour long session where they will read, rehearse, and perform a piece of video game music arranged by our clinician. There will be a unique opportunity for audience participation as well.

Organizing Your Way to Success

With Eric Buchholz at 1pm

Some people love it, some people hate it, but every project needs it: organization. Good management makes everything easier and reduces the amount of stress placed on you and your collaborators. Join us this hour for a roundtable discussion on ways you can keep yourself and your projects organized and on schedule!

Ocarinas

With David Sellers at 2pm

Learn about the history of ocarinas, examples of ocarinas in pop culture, learn about how to get one for yourself, hear some music performed on an ocarina, and try one for yourself!

Squeeze the Juice out of your game

with Ty Burks at 3pm

Gushers are delicious. Nothing worse than biting into a Gusher with no fruity burst of flavor. Let's make sure your indie games are juicy little nuggets of awesome. We'll go through some different tips and methods to make your 2d games look, feel, and maybe taste more delicious. There may or may not be free Gushers at this talk.

GR Awards and Closing Ceremonies

With Thomas Spargo and GR Planning Committee at 4pm

We reveal the winners of the GRID awards, showcase our weekend winners in tournaments and contests, and the planning committee reflects on GRCON3, the craziest experiences so far, shares their favorite video game music, and looks to reveal info on next year's convention.

Thank you!

Thank you everyone who came to our 3rd annual Gamer's Rhapsody. We're thankful to have you here. I can't believe this is already our 3rd convention. We couldn't have done it without the help of our planning committee, sponsors Red Bull and Byte, special guests, panelists, volunteers, musicians, vendors, and developers. Of course all of our attendees especially make this event possible.

I hope you enjoy this year's programming. Please help us spread the word to other gamers about our event. The more people we get, the more special guests we can invite, the more performances we can have, and more people get to celebrate our shared passion.

We excited to announce that our event: The Bit Run, will be returning in Fall of 2017. We're still working on the details, so stay tuned to our social media and emails for more info.

Also, be on the lookout for the launch of Sociable Gamer, a new website dedicated to gaming events locally and around the nation by having an extensive database of events, a community for gamers, and creating content for gamers by gamers.

I'll see you next year!
Sincerely,

Thomas Spargo
Founder/Organizer



Video game themed 4K and 8K fun run/walk returning September 16th at Richfield Veterans Park

thebitrun.com

CON MAP

(Not to scale)

