





ALBUM RELEASES






-  Pokerus Project
-  Critical Hit
-  Pokémon, Zelda, Undertale, Castlevania, Genshin Impact and many more video game music titles tributed in this brand new entry in Pokerus Project's discography! Critical Hit is a fully energized and powerful VGM album that also portraits how you can get through all the difficult things in life being always surrounded by friends, art and music. Available on September 26th on Bandcamp first!

SEP
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 <https://pokerusproject.bandcamp.com/album/critical-hit>



-  The Game Brass
-  Brassroots: A Meditation on the Nature of Video Games
-  The Game Brass presents our 9th album, Brassroots, dedicated to forest and nature vgm. Each arrangement by Thomas Kresge is scored for an awe-inspiring 11-piece brass ensemble and percussion. Featuring musicians Marc Papeghin, Alana Yee, Allison Martin, Rahul Vanamali, Doug Perry, 8-bit Music Theory, and more, Brassroots uses lush, rich brass to capture 30 years of video game musical history, with tracks from Chrono Trigger, Xenoblade Chronicles 2, Terraria, Pikmin, and 11 other landmark titles!

OCT
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 <https://thegamebrass.bandcamp.com/album/brassroots-a-meditation-on-the-nature-of-video-games>

THIS MONTH

Album Releases

Song Release

New Orchestra




New VGMT Initiative!






SONG RELEASE



-  Lionmight
-  Sing for Me (Lohse's Theme)
-  To celebrate the 7th anniversary of Larian Studios' Divinity Original Sin 2, I collaborated with the amazing Melethiel, whose voice you've already heard in the official soundtrack of Baldur's Gate 3 singing "Down by the River", "Raphael's Final Act" and "Song of Balduran", all music composed by BAFTA-winning composer, Borislav Slavov.

For this collaboration, we tackle yet another Borislav Slavov masterpiece, "Sing for Me" aka Lohse's Theme from Divinity Original Sin 2.



 <https://ffm.to/singforme-lohse>

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NEW SYMPHONY ORCHESTRA



-  Twin Cities Gamer Symphony Orchestra
-  The Twin Cities Gamer Symphony Orchestra (TCGSO) has been launched! We had our first member meetup on September 16th and we will begin rehearsals very soon. Please look forward to our debut concert in January 2025!

The TCGSO is a community orchestra which seeks to elevate and share the art of music in video games through local concerts in the greater Twin Cities area. TCGSO is a subsidiary of Gamer's Rhapsody, the 501c3 group who also plans and runs the wildly popular VGM CON.


 <https://linktr.ee/tcgso>

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UPCOMING VGMTOGETHER INITIATIVE: VGM ARTIST COLLABORATION DIRECTORY!

 vgmtogether

 Looking for someone to collaborate with? Sometimes it is hard to know who to contact, and how to contact them!

vgmtogether will soon be inviting you, the VGM community, to share information about yourself--your interests, your specialties, and how other musicians can best contact you--so that we can make a VGM directory just for you!

Keep an eye on our social media for an upcoming link to our interest form if you would like to participate. We hope that you will find it to be a great way to connect with the community!

Submit your news to vgmt monthly!

vgmt monthly is a newsletter that offers a centralized place for the VGM community to make announcements! The newsletter will be posted each month on vgmtogether's social media and archived on our website. You're free to print or share the newsletter once it is released, but please do not alter it in any way.

If you have multiple announcements, please fill out the form once for each one. You can submit multiple announcements each month, and in as many months as you would like!

The deadline for the following month is the 21st of the current month. For example, an event submitted on Oct. 18 will be part of the Nov. newsletter while an event submitted on Oct. 22 will be part of the Dec. newsletter. If you have any questions, reach out to Nujj on Discord (nujjjj) or X (@kmelbone). [Submit your news here!](#)



vgmtogether

