



PRESS RELEASE
For immediate release

Video Game Musical Odyssey 2016
A classical voyage into the heart of an all-Québec
video game universe

Montréal, September 22, 2016 – On December 9 and 11, in Montréal and Québec respectively, the Video Game Musical Odyssey will bring together for the first time ever a 40-singer choir and 60 classical musicians carefully chosen from among the best in the province to celebrate video game music created entirely here in Québec. Assassin's Creed, Batman and the Arkham series, Deus Ex, as well as several independent video game soundtracks will delight both gamers and fans of classical music. The event is an initiative of the *Guilde des développeurs de jeux vidéo indépendants du Québec*, in partnership with *Troublemakers*, and aims to showcase homegrown talent.

The concert's program will be unveiled shortly, but Montrealers and all Quebecers can expect to hear music from well-known video games, in addition to exciting discoveries. Major players Ubisoft, Warner and Eidos, along with independent studios such as *Jeux Boréalys*, *Chainsawesome Games*, *Thunder Lotus Games*, to name a few, will be represented.

Performed live by the *Montreal Orchestra Company*, under the direction of Mr. Alain Trudel, this local orchestra will offer a dynamic demonstration of our musicians' impressive talent.

Showcasing Québec talent

"The object of this concert is to give both major and independent Québec studios a strong, united voice to support the development of our collective creativity and to remind them of the musical talent at their doors," mentions Louis-Félix Cauchon, president of the *Guilde des développeurs de jeu vidéo indépendants du Québec*. "In the five past years, the number of video game studios has more than quadrupled in Québec, and the trend is set to continue."

Kicking off the Holiday season

The concerts will be held in Montréal on December 9 at the *Maison Symphonique of Place des Arts*, and on December 11 at the *Salle Raoul-Jobin of Palais-Montcalm* in Québec. Tickets can be purchased in advance starting today

(Thursday, September 22) on both venue's website and will officially go on sale this Saturday.

All profits will be donated to the *Guilde des développeurs de jeu vidéo indépendants du Québec*, a not-for-profit organization, to support its members and their activities, and expand its range of quality services to ensure the industry's future. For further information, visit <http://www.videogamemusicalodyssey.com/>.

About La Guilde

La Guilde des développeurs de jeux vidéo indépendants du Québec is a non-profit cooperative whose role is to ensure the success of Quebec's video game studios. Its mission is to support the prosperity and the longevity of the industry by providing breeding grounds for innovation and for the creations of local developers. *La Guilde* intends to be a lasting solution to the independant video games developers' needs. Its focuses mainly on the sharing of knowledge, the pooling of services, the exercise of a collective purchasing power, etc. *La Guilde* is the largest independant video games cooperative in the world.

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Information

<http://www.videogamemusicalodyssey.com/>
<https://www.facebook.com/OdyseeMusicaleJeuVideo>

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