

FOR RELEASE SINCE 23rd SEPTEMBER 2025, 10:00 AM CEST

The Symphony of the Sword – unique concert featuring music from Kingdom Come: Deliverance I & II live in Poland

Travel to medieval Bohemia with the Symphony of the Sword – an orchestral rendition of music from both Kingdom Come: Deliverance games. For the very first time, music from KCD and KCD2 will be performed together during one epic concert, and conducted by the composer. Tickets available now.



Wroclaw, Poland – 23rd September 2025 – The Game Music Foundation is thrilled to announce the first concert of the upcoming sixth edition of the Game Music Festival. February 2026 will mark two release anniversaries: the seventh for KCD and the first for KCD2. To celebrate this, the Game Music Foundation presents **Symphony of the Sword** – an epic musical journey through the world of medieval Bohemia. On **February 15th 2026**, the prestigious **National Forum of Music in Wroclaw** will host this symphonic adventure, allowing the audience to revisit the game's world, from its peaceful villages and lively roadside taverns to its bloody, sword-clashing battles.

Tickets are already available for purchase at gamemusic.net.

Jan Valta, composer of both soundtracks, created a spectacular and diverse opus. Jan's symphonic work will be complemented by several medieval compositions created by composer Adam Sporka. Their music is an inseparable part of the player's experience, amplifying the emotion and immersion of Henry of Skalitz's perilous journey. The Symphony of the Sword will be performed by the internationally acclaimed **NFM Wroclaw Philharmonic**. They will be joined by the celebrated **Medici Cantantes choir** and the authentic medieval music ensemble **Veratus**. Composer **Jan Valta** will personally conduct this orchestral masterpiece.



Tickets:

Tickets for the Symphony of the Sword concert in Wroclaw are now **available via gamemusic.net**. For the latest updates, be sure to follow the [event's Facebook page](#) and subscribe to the [official newsletter](#).

Venue:

The Witold Lutoslawski **National Forum of Music** (NFM) is an impressive edifice located in Wroclaw, Poland. The perfect acoustics of its concert halls put it among the very best objects of its kind in the world. Moreover, the venue has innovative systems for programming acoustics, including the shifting ceiling in the main concert hall and an air margin encircling it, allowing to control the length of reverberation.

Artists:

Founded in 1945, **the NFM Wroclaw Philharmonic** stands as one of Poland's leading symphony orchestras, celebrated for its artistic excellence and versatile programming. The orchestra has garnered international acclaim through tours at prestigious venues like the Elbphilharmonie Hamburg, Amsterdam's Concertgebouw, and Chicago Symphony Center.

Medici Cantantes is the celebrated choir of the Wroclaw Medical University. Founded in year 2000, the choir serves as a distinguished cultural ambassador of its university on both national and international stages.

Veratus is a medieval music ensemble deeply fascinated by the sounds of the Middle Ages and folk traditions. The group delivers a uniquely authentic experience by performing in original languages such as Old English or Latin. Their distinctive sound is brought to life using faithful replicas of historical instruments, handcrafted by the ensemble's own talented luthier.

About the Game Music Festival:

Game Music Festival has been **the largest event fully dedicated to the soundtracks and audio design of video games** since 2018. Taking place at the most prestigious venues of London and Wroclaw and hosting world-class performers on stage, GMF is an immersive event that showcases the profound impact of video game music as a form of art. Previous editions of Game Music Festival received much praise and were universally acclaimed by fans and the game audio community. A fully-fledged festival of this scale dedicated to the soundtracks of video games is a truly unique event.



game music foundation

About the Game Music Foundation:

The mission of the Game Music Foundation is **to promote the music of video games as an artform**. Its team created gamemusic.net which has been one of the most comprehensive portals dedicated to game audio since 2006. Game Music Foundation is based in Poland, but its mission is international. GMF's team also run [Gamemusic Records](#), a label releasing selected game soundtracks on vinyl, such as Baldur's Gate III, Frostpunk, or Heroes of Might & Magic III.

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All GMF links and profiles are available [here](#).