

Album produced by Tommy Tallarico ● Mixed by John Rodd and Jack Wall ● Mastering: Patricia Sullivan at Bernie Grund

Orchestra: The Louisiana Philharmonic Orchestra • Conductor: Jack Wall • Concert Master: John Hilton • Guitars: Tommy Tallarico • Drums: Joe Travers

1. The Legend of Zelda™ Suite

Composer: Koji Kondo • The Legend of Zelda™ series published by Nintendo • Music published by Nintendo

2. Civilization IV®: Baba Yetu (Duet Version)

Composer: Christopher Tin · Civilization® IV series published by 2K Games · Music published by 2K Games · Vocal Soloists: Ron Ragin, Kendrew Heriveaux

3. God of War™: Revenge and Redemption

Composer: Gerard Marino • God of War[™] series published by Sony Computer Entertainment America, Inc. • Music published by SONGS OF SCEA (ASCAP) • Vocal Soloist: Cindy Shapiro

4. Chrono Trigger® & Chrono Cross® Medley

Composer: Yasunori Mitsuda · Chrono Trigger® and Chrono Cross® series published by Square Enix Co., Ltd. · Chrono Trigger® music published by Warner-Chappell (ASCAP), Chrono Cross® music published by Septima Ley, Co., Ltd. · Acoustic Guitars: Tommy Tallarico, Jack Wall · Flute Soloist: Laura Intravia · Violin Soloist: John Hilton

5. World of Warcraft®: Lament of the Highborne

Composer: Russell Brower · Lyrics: Derek Duke · World of Warcraft® series published by Blizzard Entertainment · Music published by Azeroth Music (ASCAP) · Vocal Soloist: Vangie Gunn

6. Mario™ Solo Piano Medley

Composer: Koji Kondo · Performed and Arranged by Martin Leung · Super Mario Bros.[™] and Super Mario World[™] series published by Nintendo · Music published by Nintendo

7. Super Mario Bros.™ Medley

Composer: Koji Kondo · Super Mario Bros.™ series published by Nintendo · Music published by Nintendo

8. Warcraft® Montage

Composer: Jason Hayes · Warcraft® III and World of Warcraft® series published by Blizzard Entertainment · Music published by Azeroth Music (ASCAP)

9. Sonic the Hedgehog™: Staff Credits

Composer: Masato Nakamura · Sonic the Hedgehog[™] series published by Sega Corporation · Music administered by Wavemaster Inc. (JASRAC)

10. Advent Rising™ Overture

Composers: Tommy Tallarico, Michael Plowman, Emmanuel Fratianni, Laurie Robinson • Advent Rising™ published by Majesco • Music published by Tallarico Music Publishing (BMI) • Vocal Soloist: Laurie Robinson

11. Megaman® Montage

Composers: Manami Matsumae (Megaman® 2), Yoshihiro Sakaguchi (Megaman® 2), Takashi Tateishi (Megaman® 2), Yasuaki Fujita (Megaman® 3) · Megaman® 2 and Megaman® 3 series published by Capcom Co., Ltd. · Music published by Capcom Co., Ltd. · Guitar: Tommy Tallarico

12. StarCraft® II: Wings of Liberty Theme

Composers: Russell Brower, Chris Metzen · StarCraft® II series published by Blizzard Entertainment · Music published by Azeroth Music (ASCAP)

13. Final Fantasy® Solo Piano Medley

Composer: Nobuo Uematsu · Performed by Martin Leung · Arranged by Martin Leung and Tommy Tallarico · Final Fantasy® series published by Square Enix Co., Ltd. · Music published by Warner-Chappell (ASCAP)

14. Halo® Montage

Composers: Martin O'Donnell and Michael Salvatori · Halo® series published by Microsoft Corporation and Bungie Studios · Music published by Warner-Chappell (ASCAP) · Guitar: Tommy Tallarico

15. Castlevania® Rock Overture

Composers: Kinuyo Yamashita (Castlevania®), Club Kukeiha (Castlevania® III) and Michiru Yamane (Castlevania: Symphony of the Night®) · Castlevania® series published by Konami Digital Entertainment Co., Ltd. · Music published by Konami Digital Entertainment Co., Ltd. · Guitar: Tommy Tallarico

16. Final Fantasy® VII: One Winged Angel (Rock Edition)

Composer: Nobuo Uematsu · Final Fantasy® series published by Square Enix Co., Ltd. · Music published by Warner-Chappell (ASCAP) · Guitar: Tommy Tallarico

nan Mastering • Live Recording: John Harris • Solo Piano Recording Engineer: Edo Guidotti at Pacific Coast Presentations

Piano Soloist: Martin Leung • Flute Soloist: Laura Intravia • Vocal Soloists: Ron Ragin, Kendrew Heriveaux, Vangie Gunn, Laurie Robinson, Cindy Shapiro

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Touring Crew:

Heath Marrinan: Lighting Designer/Director · Matt Yelton: Audio Engineer · Mike Runice: Video Operator · Mike Tallarico: Merchandise and FOH Manager · Brian DiDomenico. Matt Campana: Production and Stage Assistant · Mikey Trifillis: Lighting Crew Chief · Chad Gore: Lighting Crew Technician/Jib Operator · Emmanuel Fratianni: Conductor · Terry Finley: Tour Manager · Touring Production supplied by Theatrical Media Services (TMS)

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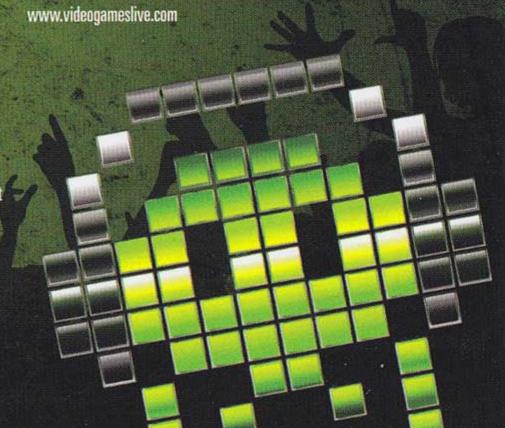
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What is Video Games Live?

Video Games Live is an immersive concert event featuring music from the biggest video games of all time. Top orchestras and choirs around the world perform along with exclusive video footage and music arrangements, synchronized lighting, solo performers, electronic percussion, live action and unique interactive segments to create an explosive, one-of-a-kind entertainment experience. Special events surround the show, including a pre- and post-show festival where guests enjoy interactive game demos, a costume contest, game competitions, prizes and the very popular meet-and-greet with top game composers and designers.

The best way to describe *Video Games Live*? Picture the energy and excitement of a rock concert mixed with the power and emotion of a symphony orchestra and choir combined with the technology, interactivity, spectacular visuals and fun that only video games can provide. Completely synchronized, cutting-edge video screen visuals, state-of-the-art lighting and special onstage interactive segments dazzle audiences of all ages — gamers and non-gamers alike.

Video Games Live is currently touring the world.

For current touring dates and information, please visit www.videogameslive.com



