

Video Games Live: a concert event with orchestral music – video-game-based!

✘ **Video Games Live** quickly became the biggest and most popular game concert in the world.

The debut performance was launched on July 6th, 2005 at the world famous Hollywood Bowl in Los Angeles with the LA Philharmonic.

Over 11,000 people attended making it the biggest video game concert in the world.

Most of the game music played (**Halo, Sonic, Metal Gear Solid, Mario, Zelda, Warcraft, Tomb Raider, Myst, Kingdom Hearts, Tron, God of War, EverQuest II, Medal of Honor, Headhunter, Beyond Good & Evil, Advent Rising, etc.**) had never been performed live.

*Video Games Live is an immersive concert event featuring music from the most popular video games of all time. Top orchestras & choirs perform along with exclusive video footage and music arrangements, synchronized lighting, solo performers, electronic percussionists, live action and unique interactive segments to create an explosive entertainment experience!*

Check the official trailer:

This is a video promo of Video Games Live in Brazil. These shots were taken from our sold out show in Brasilia on September 30, 2007.

[Via [VideoGamesLive](#)]