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Response: [Splice Article](#)

The work of composers from Nintendo has had a significant and lasting impact on the field of video game audio and music, with the development of adaptive and dynamic music in video games being a major contribution to the progression of player immersion. One of the earliest examples of adaptive music in video games is the "Overworld Theme" from Nintendo's 1986 game *The Legend of Zelda*. The theme features a simple melody that is repeated with various instrumentation and arrangements, depending on the player's location and actions. This simple yet effective technique was later refined and expanded upon in subsequent games in the series. Another notable example of adaptive music in Nintendo's games is the "Battle Theme" from the 1992 game *Super Mario RPG: Legend of the Seven Stars*. The theme features a complex arrangement of layers that are added or removed based on the player's actions and the intensity of the battle.

In addition to adaptive music, Nintendo's composers have also been instrumental in the development of dynamic music in video games. One of the most iconic examples of dynamic music in Nintendo's games is the "Daytime Theme" from the 1996 game *Super Mario 64*. The theme features a cheerful and upbeat melody that changes to a more ominous and tense melody during nighttime.

The work of Nintendo's composers has had a widespread influence on the way music is used in video games. Their contributions to adaptive and dynamic music have helped to create a more immersive and interactive gaming experience for players. The lasting influence of their work can be seen in the many modern games that continue to use these techniques to enhance the player's experience.