

'Mighty No. 9' History Section Sources

Suggested Viewing

- [Our playthrough of DmC: Devil May Cry](#)
- [Our playthrough of Yaiba: Ninja Gaiden Z](#)
- Stop Skeletons From Fighting's series of videos covering *Mighty No. 9*
 - [Mighty No. 9 Kickstarter Debacle Explained | Past Mortem | SS...](#)
 - [Inafune Explained: How The Mighty Have Fallen | Past Mortem...](#)
 - [How Mega Man 11 Rose from the Ashes of Mighty No 9 | Past ...](#)

Sources Cited in Episode #01

- [GameSpot coverage of TGS '07: "Mega Man celebrates 20th anniversary" - Hirohiko Niizumi](#)
- [New York Times \(Archived\): "Japanese Playing a New Video Game: Catch-Up" - Hiroko Tabuchi](#)
- [4Gamer Interview: "What were Keiji Inafune's thoughts, ideas, and goals as he left Capcom? A direct interview with him amidst the turmoil." - Kazuhisa Okada](#)
- [Kotaku: "Mega Man Creator To Assure Capcom's Future" - Brian Crecente](#)
 - Keiji Inafune: *"So one of the things I want people to know is that now that I am overseeing every part of Capcom R&D; you can be sure that that unified vision is going to come through in all of our titles no matter where they are created."*
- [EuroGamer: "Captivate: Keiji Inafune and David Reeves speeches" - Tom Bramwell](#)
 - Keiji Inafune: *"Five years ago Capcom was at the very bottom of the videogame industry and it was left up to me to think about how we were going to get ourselves out of this pit."*

- [Prima Games: “Interview with Keiji Inafune of Capcom - Prima Games Staff”](#)
 - Keiji Inafune: *“The goal for Dead Rising 2 is to replace the Resident Evil franchise and become the number one IP within Capcom...As a creator...unless you have a big goal to strive for you can’t create a good game...That’s the goal I set out for any title I decide to create.”*
- [‘Resident Evil’ franchise sales data courtesy of Capcom’s “Platinum Titles” list \(circa September 30th, 2010\)](#)
- [Press statement issued to AndriaSang.com: “Keiji Inafune Starts Two Companies” - Anoop Gantayat](#)
- [EuroGamer coverage of the cancellation of ‘Kaio: King of Pirates’](#)
- [VG247 reporting on ‘Soul Sacrifice’s sales data](#)
- [Polygon: “Keiji Inafune looks back on five years of Comcept” - Matt Leone](#)
- [Yacht Club Game’s Blog post breaking down ‘Shovel Knight’s first-month sales data](#)
- [Original YouTube upload \(archived\) for “Mighty No. 9 - Work-in-Progress Gameplay Footage” published May 30th, 2014](#)
 - [Re-upload courtesy of ‘GamersPrey’](#)
- [MightyNo9.com Blog \(Archived\): “Mighty Triple-Header: Exciting Announcements from Anime Expo 2014!”](#)
- [Mighty No. 9 Kickstarter: “COMMUNI-RAY, er DAY: MIGHTY HALLOWEEN!”](#)
- [MightyNo9.com Blog \(Archived\) captured January 2nd, 2015](#)
- [MightyNo9.com Blog \(Archived\): “All in the Mighty Family!”](#)
- [Mighty No. 9 Kickstarter: “Big News for Mighty No. 9!!”](#)
- [MightyNo9.com Blog \(Archived\): “About Publishing” FAQ Post](#)
- [Kickstarter Pages for ‘Red Ash’](#)

- <https://www.kickstarter.com/projects/mightyno9/red-ash-the-indelible-legend>
 - <https://www.kickstarter.com/projects/mightyno9/red-ash-magicicada-by-studio4c>
 - <https://www.kickstarter.com/projects/mightyno9/red-ash-the-indelible-legend/posts/1308824>
- [**Anime News Network:** “Anime Tamago 2017 Shorts Previewed in Long 2nd Promo Video” - Crystalyn Hodgkins](#)
- [**GameSpot:** “Mighty No. 9 Delay Rumored, Publisher Declines to Comment” - Eddie Makuch](#)
- [**Kotaku:** “The Story Behind Mighty No. 9’s Shady Delay” - Jason Schreier](#)
- [**Engadget:** “‘Mighty No. 9’ producer: ‘We feel bad. Really, really bad.’” - Aaron Souppouris](#)
- [**VG247:** “The Whys & Wherefores of Mighty No. 9” - Jeremy Parish](#)
- [**MightyNo9.com Blog** \(Archived\): “KIMOKIMO CUP PART 7: Blue Area!!”](#)
- [**Mighty No. 9 Kickstarter:** “Regarding the Mighty No. 9 Release”](#)
- [**Mighty No. 9 Kickstarter:** “MIGHTY NO. 9 - GOES GOLD!”](#)
- **‘Deep Silver’ YouTube Channel** Trailer uploads
 -  **Mighty No. 9 Trailer: 'Bring it' [US]**
 -  **Mighty No. 9 Trailer: Masterclass**
- [**‘Sonic the Hedgehog’ \[Official\] Twitter account** taking shots at *Mighty No. 9* trailers](#)
- [**‘Takuya Aizu’ Twitter account** lamenting Deep Silver’s promotional trailers](#)
 - Takuya Aizu: *“What the hell was D*** *il*** thinking making a crappy PV like this?! Unforgivable.”*
- [**Polygon:** “Mighty No. 9 had a rough launch day” - Allegra Frank](#)
- [**Destructoid** 6.5-scoring review of *Mighty No. 9* - Chris Carter](#)

- Chris Carter: *"It still has a lot of baggage to unload (the 3DS and Vita ports aren't even dated yet), but most Mega Man fans will find solace in the fact that it didn't end up being a disaster. Other than the art style, of course."*
- [IGN 5.6-scoring review of *Mighty No. 9* - Vince Ingenito](#)
 - Vince Ingenito: *"Despite its pedigree, Mighty No. 9 doesn't seem to have a good sense of what was fun about Mega Man, or 2D action-platformers in general. There are brief moments where its pieces come together, but even then it's hamstrung by its visually joyless art and animation. The soul of the Blue Bomber just isn't here, and worse yet there's no endearing personality of its own, and as a result, Mighty No. 9 feels much more like a second-rate imposter than a spiritual successor."*
- [DailyMotion uploads backing up Comcept's *Mighty No. 9* launch day livestreams on Twitch.tv](#)
 - [Livestream archive - Part 1](#)
 - [Livestream archive - Part 2](#)

Sources Cited in Episode #03

- [Polygon: "Directing from the sidelines" - Matt Leone](#)
- [Destructoid: "One year later, ReCore's finally pretty good" - Brett Makedonski](#)
- [LEVEL5.co.jp \(Archived\): "Establishment of a new company, LEVEL5 comcept"](#)
- [Gematsu: "Level-5 acquires Comcept, now Level-5 Comcept" - Sal Romano](#)
- [Gematsu: "FANTASY LIFE i: The Girl Who Steals Time announced for Switch" - Sal Romano](#)
- [GameSpot: "'Harsh' Feedback Leads To Fantasy Life i Overhaul After Mega Man Creator's Departure" - Tomas Franzese](#)

- [**RPGSite:** “Level-5 has formally dissolved the Level5 comcept subsidiary established with Keiji Inafune” - Kite Stenbuck](#)
- [**NintendoLife:** “Keiji Inafune's Mighty No. 9 Studio Comcept Is Finished” - Liam Doolan](#)
- [**Video Games Chronicle:** “Mega Man’s Keiji Inafune is back with ‘Beastroid’, a range of NFTs” - Andy Robinson](#)
- [**Automaton Media:** “Mega Man creator Keiji Inafune criticizes game industry’s growing reliance on IP fame and trendy genres. ‘We need developers with a clear message’” - Amber Vjestica](#)