

- Developer Interviews:
 - Gradius inspired R-type: <https://shmuplations.com/irem/>
 - AKIO as a Gradius fan, and the dung beetle idea: <https://shmuplations.com/rtype1/>
- R-Type Market Performance:
 - R-Type success in Japan: <https://archive.org/details/gamest0017/page/n39/mode/2up>
 - R-Type popularity in the US: Beyond Donkey Kong, A History of Nintendo Arcade Games p180: “R-Type Quickly showed that it was no ordinary space shooter. After only nine weeks of testing, it was reportedly pulling in numbers close to mega hits like Taito’s Double Dragon and Sega’s OutRun.” and “According to Frank Ballouz, distributors were instantly enamored with the shooter, placing large orders ahead of its release. One distributor alone reportedly ordered over 100 units before launch.”