

- Fuji TV founding:
  - [https://web.archive.org/web/20150201073918/http://kigyoka.com/news/magazine/magazine\\_20130508.html](https://web.archive.org/web/20150201073918/http://kigyoka.com/news/magazine/magazine_20130508.html)
- Tanabe Interview about prototype:
  - <https://arstechnica.com/gaming/2011/04/the-secret-history-of-super-mario-bros-2/>
- Howard Philips on Lost Levels:
  - <https://archive.org/details/ultimatehistoryofvideogamesrevisited/page/n379/mode/2up?view=theater>
- Yume Kojo Videos:
  - <https://www.youtube.com/watch?v=xvnyZdboNOY>
  - <https://www.youtube.com/watch?v=KL9o9zzCUsQ>
- Why Doki Doki Panic was chosen:
  - Super Mario Bros. 2 by Jon Irwin Page 41: Wanting to keep the marketing machine going, it's my recollection that Mr. Arakawa, [president of] Nintendo of America, asked to put the Mario character family into Doki Doki Panic because we wanted to continue the promotion of that very successful franchise." "It was odd to call it Super Mario Bros. 2, since it didn't seem like a sequel to Super Mario Bros.," But she understood the decision. "[Selling] Doki Doki Panic would be reinventing the wheel again in terms of education and marketing push. As opposed to embracing something that people were really loving at the time. Doki Doki Panic didn't mean anything to anyone."
- Sales Estimates:
  - <https://www.installbaseforum.com/forums/threads/nintendo-software-and-hardware-sales-data-from-1983-to-present.170/>