

Sector Alpha

Sector Alpha is a rather rare ColecoVision title that had all of its cartridges shipped with a defect that prevented 10% of the game data from being accessed, which in turn resulted in all ROM dumps being corrupt until the issue was finally discovered in mid-2014. Not only did the game finally get a proper dump as a result, it was also discovered that a simple hack of the cart's PCB will allow the game to function as intended on real hardware.

(Source: *AtariAge*)

Sadly, this wasn't the only time a ColecoVision game was mass-shipped with a cartridge defect.



To do:

Cover the uncalled 2KB of data on a Bugs page. Detailed here (<https://atariage.com/forums/topic/224593-sector-alpha-rom-corrupted>).

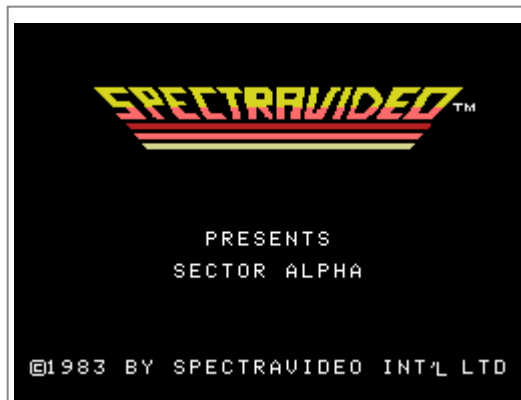
Unused Code

The code that makes the player character move and shoot in the demo is located in the uncalled data. As a result, the player character will do nothing while the demo plays (if it doesn't automatically end after starting).

Build Date

Present at **0x24**:

25-08-83




Sector Alpha


Developer: [Spectravideo](#)

Publisher: [Spectravideo](#)

Platform: [ColecoVision](#)

Released in US: 1983

 This game has unused code.

 This game has hidden development-related text.

(Source: *Original TCRF research*)

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