



line to and from other computers or, alternatively,

to drive a printer. It can also be used to create a

priority with the machine's designers, who

provided nothing in the way of paddle or joystick

Games do not seem to have been a high

network with other Tandy MC-10s.

TANDY MC-10

PRICE

£49.95

SIZE

210 x 178 x 51 mm

CPU

6803

CLOCK SPEED

4.4 MHz

MEMORY

8 Kbytes ROM 4 Kbytes RAM

VIDEO DISPLAY

16 lines of 32 characters, 9 colours with only background settable. 75 pre-defined characters

INTERFACES

RS232 serial, cassette

LANGUAGES SUPPLIED

BASIC

OTHER LANGUAGES AVAILABLE

NONE

COMES WITH

Operation and BASIC reference manuals, TV lead

KEYBOARD

48 button-style keys

DOCUMENTATION

Clear, competent and welldesigned but rather lacking in technical information. The only major failing is the absence of an index. A quick-reference card is included, which gives enough details about the BASIC for an experienced person to start working the machine without delay.

ports, nor any of the special graphics and sound controller chips found in other machines more suited to games playing.

Some expansion possibilities are clearly intended for the future, however, since there is a rather mysterious system-bus ending in an edge connector, which is covered by a screwed-on plate. Apart from stating that 'this slot is reserved for future memory expansion kits', the manual says nothing else about it, and provides no clues as to what accessories will be available to plug into it.

The documentation for the MC-10 is typical of that provided for Tandy's other machines: a rather aloof style of writing with few breaks in a fairly solid text.

As a low-cost machine, it is worth considering, but when reading the specifications remember that while it may have a nominal four Kbytes of RAM, only 3,142 bytes are available to the user, since the screen-RAM and some system variables have to come out of this allocation.