

AN EXTENDED BASIC GAME FOR THE TI-99/4A
HOME COMPUTER BY JOHN BEHNKE



MASTER THIEF OF CHICAGO

**SOLID STATE
SOFTWARE**

USB FLASH DRIVE

A Master Thief has struck Chicago's Famous Museum Campus. The campus is home to many of the cities famed museums, parks, and numerous other landmarks. Each day, until caught, the Master Thief will plunder famed city treasures. You, a freshly promoted member of the Chicago Police Department's Detective Division, are assigned this as your very first case. Can you capture the thief before they can make their escape?



MASTER THIEF OF CHICAGO



QUICK REFERENCE GUIDE

- N ATTEMPT TO MOVE NORTH
- S ATTEMPT TO MOVE SOUTH
- E ATTEMPT TO MOVE EAST
- W ATTEMPT TO MOVE WEST
- T TAKE WATER TAXI BETWEEN HARBORS
- C CHEAT AND REVEAL MASTER THIEF POSITION
- Q QUIT CURRENT GAME

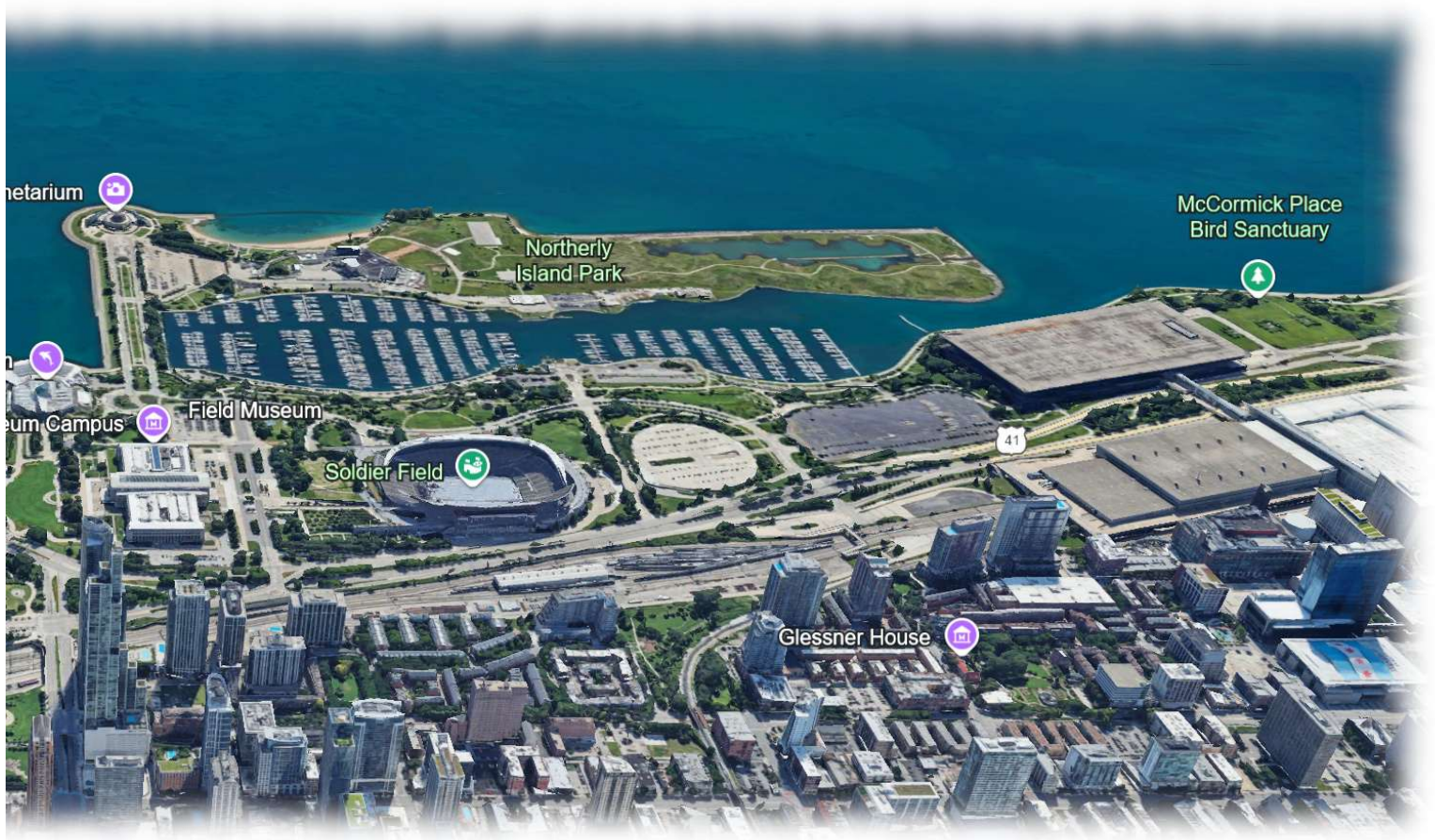


MILLENNIUM AND GRANT PARK

GRANT PARK IS A LARGE URBAN PARK IN THE LOOP COMMUNITY AREA OF CHICAGO, ILLINOIS. LOCATED WITHIN THE CITY'S CENTRAL BUSINESS DISTRICT, THE 319-ACRE PARK'S FEATURES INCLUDE MILLENNIUM PARK, BUCKINGHAM FOUNTAIN, THE ART INSTITUTE OF CHICAGO, AND THE MUSEUM CAMPUS.

MILLENNIUM PARK OPENED IN JULY 2004, IS A PROMINENT CIVIC CENTER NEAR THE CITY'S LAKE MICHIGAN SHORELINE THAT COVERS A 24.5-ACRE SECTION OF NORTHWESTERN GRANT PARK. MILLENNIUM PARK HAS FREE ADMISSION, AND FEATURES THE JAY PRITZKER PAVILION, CLOUD GATE, THE CROWN FOUNTAIN, THE LURIE GARDEN, AND VARIOUS OTHER ATTRACTIONS.





THE MUSEUM CAMPUS

MUSEUM CAMPUS IS A 57-ACRE PARK IN CHICAGO ALONG LAKE MICHIGAN. IT ENCOMPASSES FIVE OF THE CITY'S MAJOR ATTRACTIONS: THE ADLER PLANETARIUM, AMERICA'S FIRST PLANETARIUM; THE SHEDD AQUARIUM; THE FIELD MUSEUM OF NATURAL HISTORY; SOLDIER FIELD, HOME OF THE CHICAGO BEARS OF THE NATIONAL FOOTBALL LEAGUE; AND THE LAKESIDE CENTER OF MCCORMICK PLACE.

NORTHERLY ISLAND IS A 119-ACRE HUMAN-MADE PENINSULA AND PARK LOCATED ON CHICAGO'S LAKEFRONT. CONSTRUCTED IN 1925, NORTHERLY ISLAND WAS THE FORMER SITE OF THE CENTURY OF PROGRESS WORLD'S FAIR AND LATER MEIGS FIELD AIRPORT AND, SINCE HAS BEEN PART OF CHICAGO'S MUSEUM CAMPUS.

BACKGROUND

MASTER THIEF OF CHICAGO TAKES PLACE CHICAGO'S LAKEFRONT ON THE SHORES OF LAKE MICHIGAN. FOR THOSE WHO HAVE NEVER VISITED CHICAGO, YOU COULD SPEND WEEKS HERE VISITING ALL THE MUSEUMS, PARKS, LANDMARKS AND EVEN TAKE MULTIPLE BOAT TOURS. THE CITIES POPULAR DESTINATION, NAVY PEIR, IS JUST NORTH OF THIS LOCATION BUT INCLUDING IT IN THE GAME WOULD HAVE MADE THE MAP FAR TOO LARGE.

WHAT INSPIRED ME TO MAKE THIS GAME IS AN OLD BUT POPULAR GAME CALLED STOP THIEF. THIS WAS ONE OF THE FIRST ELECTRONIC GAMES AND IT ALLOWED A NEW STILE OF BOARDGAME IN WHICH THE



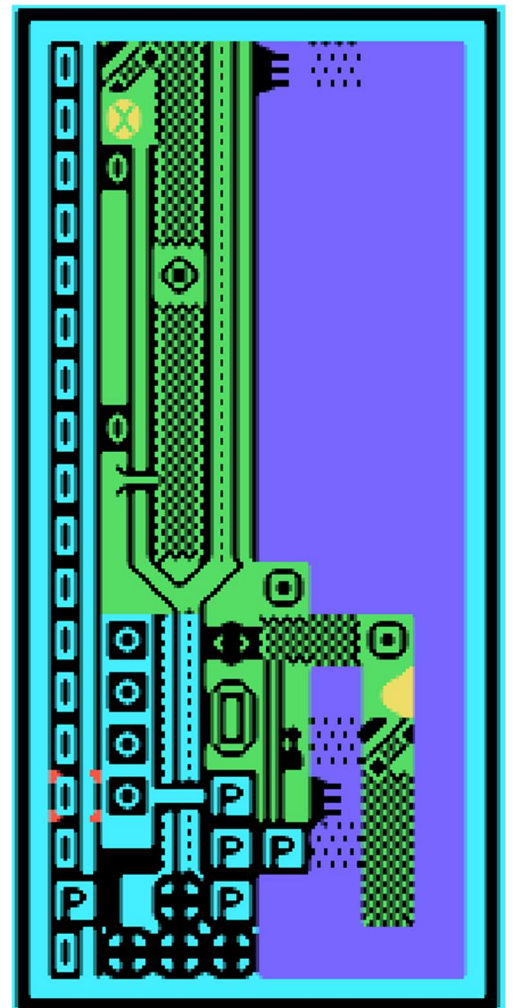
COMPUTER KEPT TRACK OF THE THIEF AND WOULD ACTUALLY MOVE HIM AROUND THE GAME BOARD GIVING YOU AUDIO CLUES AS TO WHERE HE WAS MOVING. EACH TURN YOU WOULD ROLL YOUR

DICE AND TRY AND FIGURE OUT WHERE THE THIEF WAS. THE GAME WOULD START WITH A CRIME TAKING PLACE AND YOU WOULD HEAR SIRENS. AFTER THIS YOU WOULD HEAR CLUES SUCH A BREAKING GLASS, A DOOR OPENING, FOOTSTEPS AND EVEN A TRAIN SOUND IF THE THIEF HOPPED ON THE TRAIN. ALL THE BOARD LOCATIONS WERE NUMBERED WITH NICE GRAPHICS. RECENTLY THE GAME WAS RE-RELEASED WHICH USES YOUR CELLPHONE AND A FREE DOWNLOADED APP TO ACT AS THE COMPUTER. I'M GUESSING THIS WAS DONE TO KEEP THE COSTS DOWN. I ENCOURAGE YOU TO PICK UP THIS GAME IF YOU ARE INTO BOARD GAMES. IT'S VERY FUN AND CAN BE PLAYED WITH A NUMBER OF PEOPLE OR YOU CAN EVEN PLAY ALONE.

MY INTERPRETATION

A NUMBER OF CHANGES NEEDED TO MADE TO MAKE THIS KIND OF GAME WORK ON THE T1-99/4A. FIRST OFF WAS THE BOARD. OBVIOUSLY, I WAS NOT GOING TO DISTRIBUTE A FULL-SIZED GAME BOARD SO THE BOARD WOULD HAVE TO FIT ON THE T1 SCREEN SIZE OF 32 X 24. SINCE MUCH OF THE SCREEN IS USED FOR GAME INFORMATION AND INPUT, THERE WAS NO WAY I COULD CREATE A FANCY FULL SIZED BOARD LIKE IN THE ORIGINAL GAME.

THE SOLUTION THAT CAME TO MIND WAS TO HAVE THE GAME SITUATED ON CHICAGO'S LAKEFRONT, MY HOME TOWN, WHICH HAS A NARROW STRIP OF PARKS AND GREENSPACE ON THE SHORES OF LAKE MICHIGAN. THIS AREA HOUSES MUSEUMS, STADIUMS, PARKS, GALLERIES, AND OTHER LANDMARKS. WHAT A WONDERFUL PLACE TO SITUATE THE GAME. NOT ONLY COULD YOU PLAY THE



GAME BUT YOU COULD ALSO VISIT REAL LOCATIONS. SADLY THE GRAPHICS OF THE TI ARE NOT UP TO THE TASK OF DISPLAYING MODERN GRAPHICS. I DID THE BEST I COULD IN TRYING TO RECREATE THE AREA BUT SOME LIBERTIES HAD TO BE MADE. IF YOU LOOK AT A MAP, MOST EVERYTHING IS KINDA-SORTA LOCATED CORRECTLY BUT I FEEL IT DOES NOT TAKE AWAY FROM THE GAME.

GAMEPLAY

THE GAME IS PLAYED ON OVER 100 PLAYING SPACES. EACH SPACE WILL ONLY ALLOW YOU TO MOVE IN LOGICAL DIRECTIONS. IE I WILL NOT LET YOU CROSS OVER AN EXPRESSWAY UNLESS THERE IS A BRIDGE OR CROSS STREET. YOU ARE NOT A GREAT SWIMMER!

THERE ARE 50 LOCATIONS THAT THE THIEF CAN STEAL FROM AND EACH GAME IS RANDOMIZED SO BOTH THE THIEF AND YOURSELF START AT DIFFERENT POSITIONS. WHAT THE THIEF STEALS IS REALLY IRRELEVANT BUT I PUT SOME NAMES IN JUST TO SPICE UP THE GAME.

OPTIONS

THIEF MOVES:	THIS NUMBER, 1 TO 4, DETERMINES HOW MANY MOVES THE THIEF WILL ATTEMPT EACH TURN
ALWAYS MOVES:	THIS DETERMINES IF THE THIEF WILL ALWAYS MOVE OR IF THEY CAN REMAIN ON THE SAME SPACE
RANDOM EVENTS:	TURNS ON OR OFF RANDOM EVENTS. THESE EVENTS CAN BE GOOD OR BAD.

CONCEAL THE CRIME:

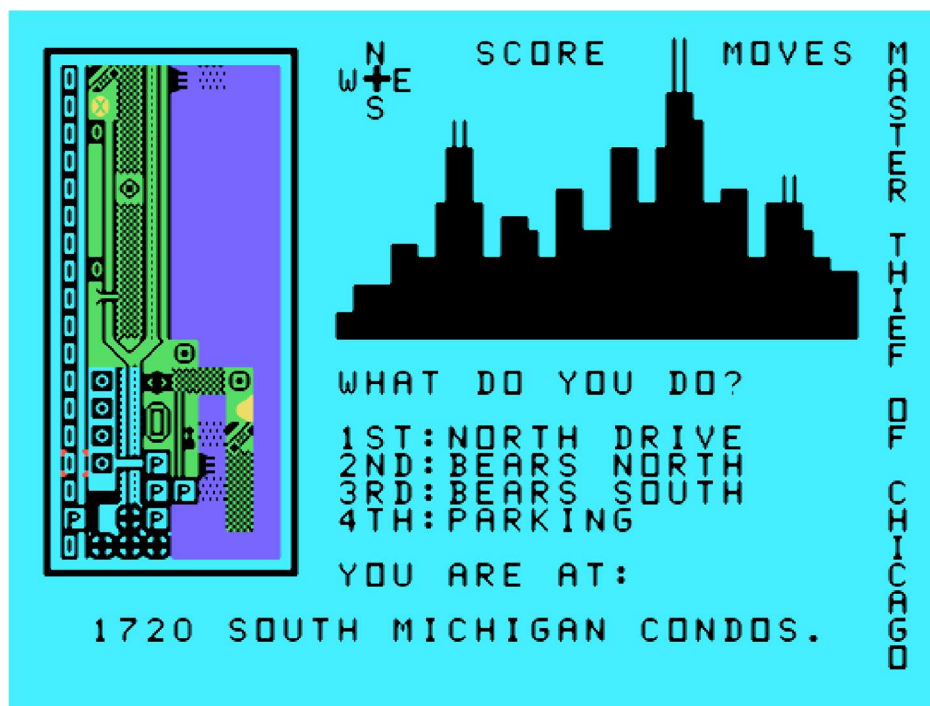
IF SELECTED, AT THE START OF THE GAME YOU WILL NOT KNOW WHERE THE CRIME HAS BEEN COMMITTED.

YOU HAVE 50 MOVES OR TURNS TO CATCH THE THIEF. A SMALL FIGURE WILL MOVE ACROSS THE CITY TO LET YOU KNOW HOW MUCH TIME YOU HAVE LEFT BEFORE THE THIEF GETS AWAY. YOU ALWAYS MOVE ONE SPACE. IF YOU END UP YOUR TURN AT THE THIEF'S POSITION, YOU WIN!

THE THIEF ALWAYS MOVES FIRST BUT WILL ONLY MOVE THE SAME WAY YOU CAN. NO CHEATING. YOUR LOCATION WILL BE MARKED WITH RED BRACKETS.

CLUES

IN STOP THIEF, THE GAME GIVES AUDIO CLUES. I HAVE MADE MY VERSION USE TEXT-BASED CLUES. IT REALLY DOES NOT TAKE AWAY FROM THE GAME. AS YOU CAN SEE IN THE BELOW SCREENSHOT, EACH OF THE THIEF'S FOUR MOVES HAS A VAGUE DESCRIPTION OF THEIR LOCATION.



HARBORS

THERE ARE TWO HARBORS IN THE GAME, ONE NORTH AND ONE SOUTH. IF YOU OR THE THIEF ENTER A HARBOR, YOU CAN OPTIONALLY PRESS "T" TO CALL A WATER TAXI THAT WILL TRANSPORT YOU TO THE OTHER HARBOR. THIS COUNTS AS ONE MOVE. THIS IS A GREAT WAY TO QUICKLY MOVE TO EITHER SIDE OF THE MAP IF YOU FIND YOURSELF ON THE OPPOSITE SIDE OF THE THIEF'S LOCATION.

SCORING

YOU START EACH GAME WITH 300 POINTS. YOUR SCORE IS REDUCED EACH TURN BY THE LEVEL OF DIFFICULTY. IF THE MASTER THIEF GETS AWAY, YOUR SCORE WILL BE ZERO.

CHEATING

SINCE THE GAME CAN BE FRUSTRATING, I PUT IN THE "C" COMMAND TO ALLOW YOU TO CHEAT. PRESSING "C" WILL SHOW YOU THE THIEF'S PRESENT LOCATION AND THIS DOES COUNT AS A TURN. NOW NOTHING IN LIFE IS FREE 'SMILES' SO IF YOU CHEAT, THE WORD "CHEAT" WILL APPEAR ON YOUR GAME SCREEN AND NEXT TO IT WILL BE THE NUMBER OF TIMES YOU CHEATED. SO TAKE THAT SCREENSHOT TO SHOW OTHERS BUT YOU HAD BETTER PHOTOSHOP OUT THE CHEAT INDICATOR.



TILE KEY

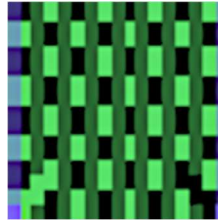
HARBOR



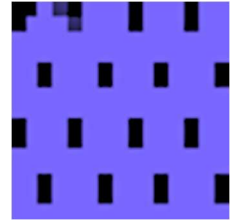
PARKING LOT



PARK/FIELD



BOATS



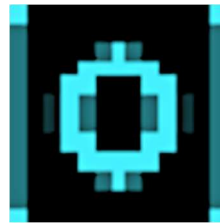
McCORMICK
PLACE



POLICE
MEMORIAL



TALL
BUILDING



PAVILION



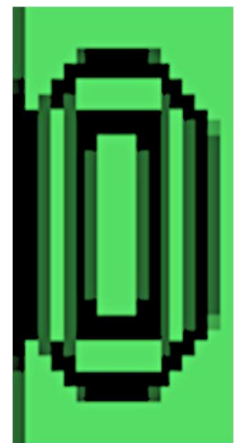
BUILDINGS



BRIDGE



SOLDIER FIELD



PLANETARIUM
AQUARIUM



CLOUDGATE
"THE BEAN"



LAKE SHORE
DRIVE - LSD



BUCKINGHAM
FOUNTAIN



BEACH



FIELD MUSEUM



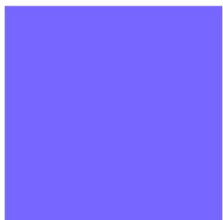
LAKESHORE
DRIVE - LSD



COLUMBUS
DRIVE



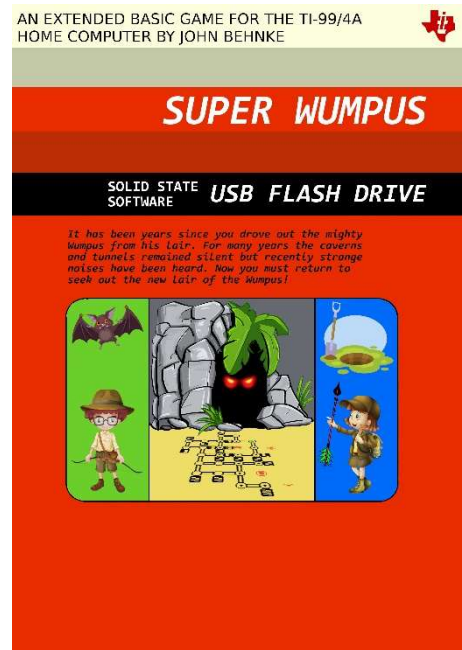
LAKE
MICHIGAN



OLYMPIC
DRIVE



SHAMELESS PLUG



*A SPECIAL THANKS TO
DAVID BEHNKE AND VICTOR STEERUP
FOR HELPING TEST AND PROVIDE SUGGESTIONS
AND COMMENTARY!*

LOCATIONS IN GAME

CHICAGO CULTURAL CENTER

MILLENNIUM PARK

DALEY PARK

YACHT CLUB

IL STATE MEDICAL SOCIETY

CHICAGO SYMPHONY ORCHESTRA

ART INSTITUTE AND SCHOOL

PETRILLO MUSIC SHELL

FINE ARTS BUILDING

PRESIDENT'S COURT

GRANT PARK

ROOSEVELT UNIVERSITY

CONGRESS GARDEN

BUCKINGHAM FOUNTAIN

CONGRESS PLAZA HOTEL

HILTON CHICAGO

HUTCHINSON FIELDS

CENTRAL MICHIGAN APARTMENTS

PICKLEBALL COURTS

1000M APARTMENTS

11TH & 18TH STREET BRIDGES

ARVEY FIELD

ELEVEN THIRTY APARTMENTS

GRANT SKATE PARK

1212 SOUTH MICHIGAN

COLUMBUS STATUE

GREAT IVY LAWN

SHEDD AQUARIUM

1250 SOUTH MICHIGAN

THE GRANT LUXURY CONDOS

FIELD MUSEUM

ADLER PLANETARIUM

SOUTH LOOP URGENT CARE

PRAIRIE HOMES

SOLDIER FIELD

BURNHAM HARBOR

12TH STREET BEACH

OLD SAINT MARYS

SOUTH INDIANA APARTMENTS

CHICAGO POLICE MEMORIAL

HUNTINGTON PAVILIAN

1720 SOUTH MICHIGAN CONDOS

PRAIRIE TOWER CONDOS

NORTHERLY ISLAND PARK

CHICAGO INNER HEALTH

MARSHAL FIELD MANSION

WINTRUST SPORTS ARENA

MCCORMICK PLACE

NORTHERLY NATURE AREA

HILTON GARDEN INN

I DEDICATE THIS GAME TO MY DEAR DEPARTED FATHER. HE WAS A CHICAGO POLICE OFFICER AND SERVED FOR OVER 31 YEARS. HE WAS A GOOD FATHER AND PROVIDER AND I MISS HIM SO VERY MUCH.



RAYMOND JAMES BEHNKE
OCTOBER 30, 1942 – JUNE 4, 2022

Over the years I have written many Basic and Extended basic games. When I picked up the TI in the early 80's, I was but fresh out of High School and living in my parent's basement. Since the TI, at the time, did not have many 3rd Party Games, most of my early games were loose translations of arcade games that I played in the arcades. Not many of those left these days. Here is a list of the games I can remember writing. Some good, some not so good but all share a place in my heart of a youth spent so long ago.

A handwritten signature in blue ink, appearing to read 'R. Bell', with a stylized, sweeping flourish extending from the end.

Missile Wars

Spider Bop

Warlords

Holey Moley

Breakout

Face Off

TI Missile Command

Pinball Construction Set

Terminal Chess

The Volcano Fortress

Super Wumpus

The Haunted Mine

Night of the Living Dead

Sky Rescue

Holey Moley II

Bug

Galaxy Lander

Rat Race

Asteroid Belt

Tunnels of Doom Editor

The Haunted Mine II



You are a newly promoted detective on the Chicago Police Department. A Master Thief has struck Chicago's famed Museum Campus, home to many of the cities famed museums, parks and numerous other landmarks. This is your very first case. Can you capture the Master Thief before they can make their escape?

In Master Thief of Chicago

- Explore Chicago's famed Museum Campus including Grant Park and Millennium Park
- Over 100 locations to visit
- Recover 50 stolen goods from the thief
- Starting locations are randomized to allow for a near unlimited number of game variations
- Multiple skill levels will challenge even the very best detectives

This game requires the Extended Basic Command Module and the 32k Memory Expansion

Texas Instruments invented the integrated circuit, the microprocessor, and the microcomputer. Being first is our tradition. Including abandoning the TI-99/4A!



Not from Texas Instruments

(c) 2025 John Behnke

Dedicated to Melixa, The Woman I Love



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