

Hyper Interactive Games Inc

Community Board SLA License Questionnaire

Pesetsky & Bookman

Applicant's Alcoholic Beverage Counsel

325 Broadway, Suite 501

New York, NY 10007

www.pb.law | (212) 513-1988 | hello@pb.law

Meeting Date: _____

APPLICANT INFORMATION:

Name of applicant(s):
Hyper Interactive Games, Inc.

Trade name (DBA):
Game of 1000 Boxes

Premises address:
302 Bowery, New York, NY 10002

Cross Streets and other addresses used for building/premise:
East Houston and East 2nd Streets

CONTACT INFORMATION:

Principal(s) Name(s):
Gabriel Liberti David Rife Joshua Knapp

Office or Home Address: [REDACTED]

City, State, Zip: [REDACTED]

Telephone #: [REDACTED]

Landlord Name / Contact:
Eitan Dor - 302 Associates

Landlord's Telephone and Fax: [REDACTED]

NAMES OF ALL PRINCIPAL(s):	NAMES / LOCATIONS OF PAST / CURRENT LICENSES HELD
Gabriel Liberti	N/A
David Rife	N/A
Joshua Knapp	N/A

Briefly describe the proposed operation (i.e. "We are a family restaurant that will focus on..."):
We propose to operate an adult recreational facility featuring Game Shows/Trivia. Tickets are available for purchase to the public for pre-scheduled times to play the game show. Each team has 4 players, and each show can have up to 8 teams, for a maximum of 32 people per game. The show lasts 1 hour. A group may also book to play the show privately, which has been popular for corporate team building.

WHAT TYPE(S) OF LICENSE(S) ARE YOU APPLYING FOR (MARK ALL THAT APPLY):

a new liquor license (Restaurant Tavern / On premise liquor Other)

an UPGRADE of an existing Liquor License

*Adult Recreational Facility
featuring Game Show/Trivia*

an ALTERATION of an existing Liquor License

a TRANSFER of an existing Liquor License

a HOTEL Liquor License

a DCA CABARET License

a CATERING / CABARET Liquor License

a BEER and WINE License

a RENEWAL of an existing Liquor License

an OFF-PREMISE License (retail)

OTHER : _____

If upgrade, alteration, or transfer, please describe specific nature of changes:

(Please include physical or operational changes including hours, services, occupancy, ownership, etc.)

N/A

If this is for a new application, please list previous use of location for the last 5 years:

Olde Good Things - antique furniture

LINES - tattoos

Is any license under the ABC Law currently active at this location? yes no

If yes, what is the name of current / previous licensee, license # and expiration date: _____

N/A

Have any other licenses under the ABC Law been in effect in the last 10 years at this location?

yes no

If yes, please list DBA names and dates of operation:

N/A

PREMISES:

By what right does the applicant have possession of the premises?

Own Lease Sub-lease Binding Contract to acquire real property other: _____

Type of Building: Residential Commercial Mixed (Res/Com) Other: _____

Number of floor: 4 Year Built : 1878

Describe neighboring buildings:
Mixed: Residential/Commercial

Zoning Designation: C6-1

Zoning Overlay or Special Designation (applicable) N/A

Block and Lot Number: 521 / 81

Does the premise occupy more than one building, zoning lot, tax lot or more than one floor? yes no

Is the premise located in a historic district? yes no

(if yes, have all exterior changes or changes governed by the Landmarks Preservation Commission (LPC) been approved by the LPC? yes no, please explain : _____

Will any outside area or sidewalk café be used for the sale or consumption of alcoholic beverages? (including sidewalk, roof and yard space) no yes : explain _____

What is the proposed Occupancy? 140

Does the premise currently have a valid Certificate of Occupancy (C of O) and all appropriate permits?
 no yes

If yes, what is the maximum occupancy for the premises? 75

If yes, what is the use group for the premises? 6

If yes, is proposed occupancy permitted? yes no, explain : _____
Drawings have been filed with the DOB to update the use group of the premise to F-4 and to update the occupancy of the 1st fl to 70ppl + the cellar to 70ppl for a maximum occupancy of 140.

If your occupancy is 75 or greater, do you plan to apply for Public Assembly permit? yes no

Do you plan to file for changes to the Certificate of Occupancy? yes no
(if yes, please provide copy of application to the NYC DOB)

Will the façade or signage be changed from what currently exist at the premise? no yes

(if yes, please describe: A new sign will be installed adhering to all LPC restrictions.

INTERIOR OF PREMISES:

What is the total licensed square footage of the premises? 3600 sq ft

If more than one floor, please specify square footage by floors: Ground Floor and Basement (1800 sq ft each)

If there is a sidewalk café, rear yard, rooftop, or outside space, what is the square footage of the area?

N/A

If more than one floor, what is the access between floors? Staircase

How many entrances are there? 1 How many exits? 3 How many bathrooms? 3

Is there access to other parts of the building? no yes, explain: _____

OVERALL SEATING INFORMATION:

Total number of tables? 16 Total table seats? 53

Total number of bars? 2 Total bar seats? 19

Total number of "other" seats? 0 please explain: _____

Total OVERALL number of seats in Premises : 72

BARS:

How many *stand-up bars / bar seats are being applied for on the premises? Bars 2 Seats 19

How many service bars are being applied for on the premises? 0

Any food counters? 0 no yes, describe : _____

For Alterations and Upgrades:

Please describe all current and existing bars / bar seats and specific changes: _____

N/A

* A stand-up bar is any bar or counter (whether seating or not) over which a member of the public can order, pay for and receive food and alcoholic beverages.

PROPOSED METHOD OF OPERATION:

What type of establishment will this be? (check all that apply)

Bar Bar & Food Restaurant Club/ Cabaret Hotel Other: Adult Recreational Facility with Game Show/Trivia

What are the Hours of Operation?

Sunday: Monday: Tuesday: Wednesday: Thursday: Friday: Saturday:
10a to 11p 12p to 12a 10a to 12a

Will the business employ a manager? no ___ yes, name / experience if known : _____

Will there be security personnel? no ___ yes(if yes, what nights and how many?) _____

Do you have or plan to install French doors, accordion doors or windows that open? no ___ yes

If yes, please describe : n/a

Will you have TV's ? no ___ yes (how many?) _____

Type of MUSIC / ENTERTAINMENT: ___ Live Music ___ Live DJ ___ Juke Box Ipod / CDs ___ none

Expected Volume level: Background (quiet) ___ Entertainment level ___ Amplified Music
(check all that apply)

Do you have or plan to install soundproofing? ___ no yes

IF YES, will you be using a professional sound engineer? yes

Please describe your sound system and sound proofing: acoustics report attached

Will you be permitting: No promoted events No scheduled performances No outside promoters

 No any events at which a cover fee is charged? private parties

Do you have plans to manage or address vehicular traffic and crowd control on the sidewalk caused by your establishment? no ___ yes (if yes, please attach plans)

Will you be utilizing No ropes No movable barriers No other outside equipment (describe) No

Are your premises within 200 feet of any school, church or place of worship? no ___ yes

If there is a school, church or place of worship within 200 feet of your premises or on the same block, please submit a block plot diagram or area map showing its' location in proximity to your applicant premises (no larger than 8 ½ " x 11").

Indicate the distance in feet from the proposed premise:

Name of School / Church: _____

Address: _____ Distance: _____

Name of School / Church: _____

Address: _____ Distance: _____

Name of School / Church: _____

Address: _____ Distance: _____

Please provide contact information for Residents / Community Board and confirm that if complaints are made you will address it immediately.

Contact Person: _____ Gabriel Liberti _____ Phone: _____ [REDACTED] _____

Address: _____ [REDACTED] _____

Email : _____ [REDACTED] _____

Application submitted on
behalf of the applicant by:



Signature

Print or Type Name Gabriel Liberti

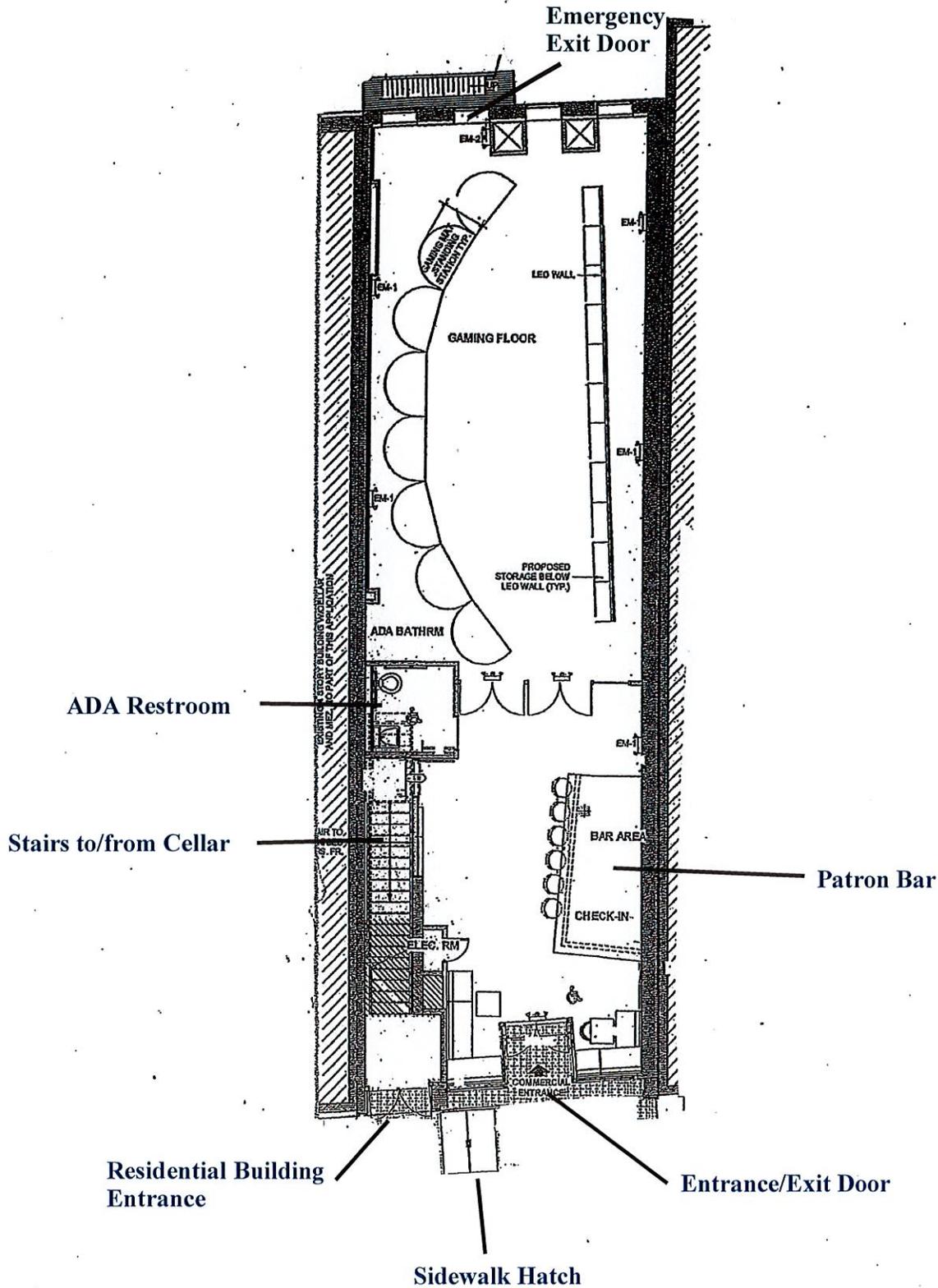
Title CEO, Co-Founder

Thank you for your cooperation. Please return this questionnaire along with the other required documents as soon as you can. This will expedite your application and avoid any unnecessary delays. Use additional pages if necessary.

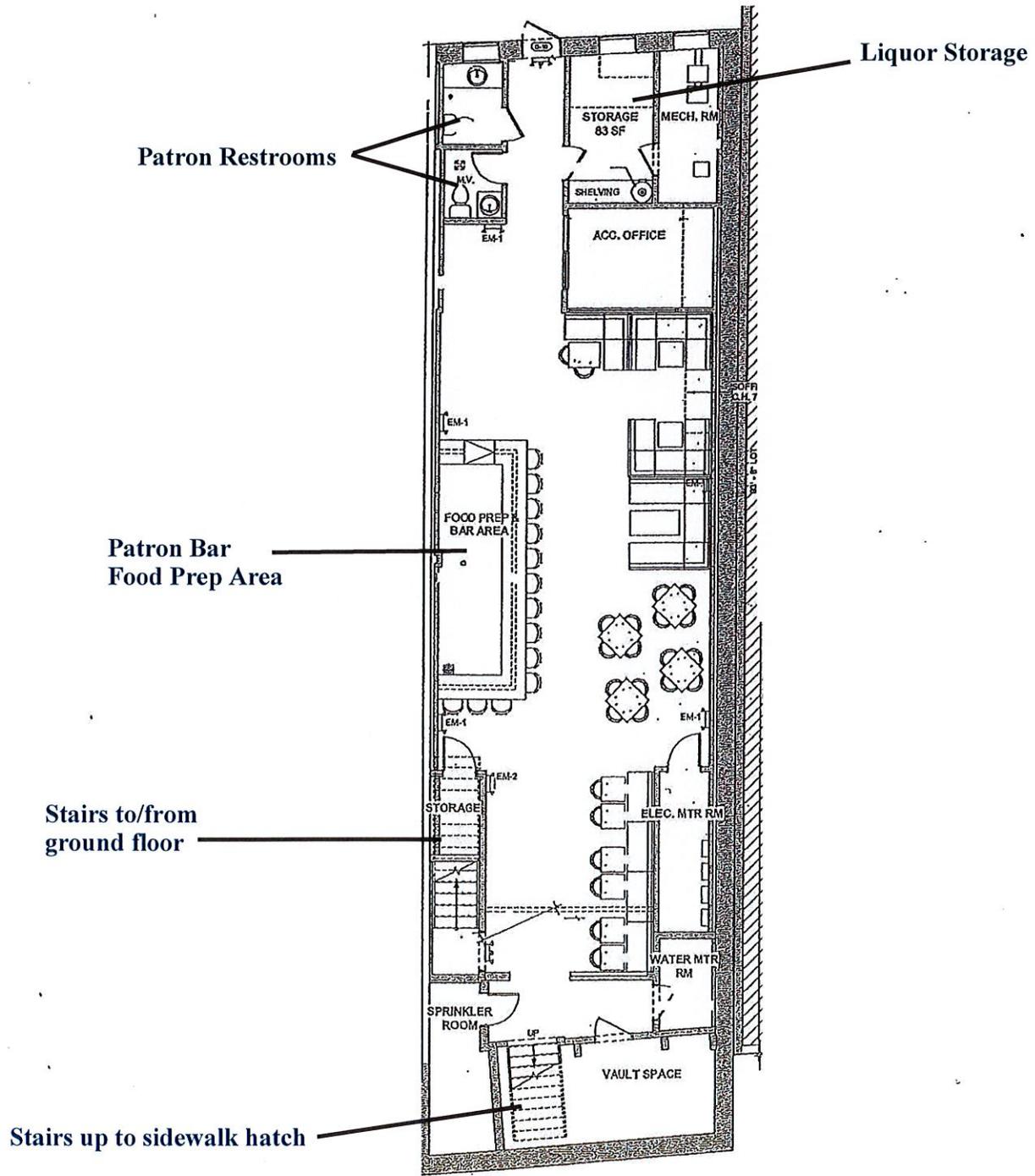


Community Board 2,
Manhattan SLA Licensing
Committee Donna Raftery, Chair

**Hyper Interactive Games Inc
d/b/a Game of 1000 Boxes
302 Bowery
New York, NY 10012
Ground Floor Diagram**



**Hyper Interactive Games Inc
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New York, NY 10012
Cellar Diagram**



GAME OF 1000 BOXES MENU

Caprese Skewers (V)

fresh mozzarella balls, cherry tomatoes, basil

Roasted Veggie Skewers (V)

bell peppers, zucchini, onion, and cherry tomato marinated in a lemon-herb vinaigrette

Corn Pups

Nathan's Famous® mini corn dogs served with mustard or ketchup

Grilled Cheese on a Stick (V) served with a sour pickle from our neighbors The Pickle Guys

*#1: NY Sharp Cheddar, Katz' Deli Mustard on **sourdough***

*#2: Empire Jack, Herbes de Provence, sliced tomatoes on **ciabatta***

*#3: Vermont Cheese, apricot jam, honey, thyme on **ciabatta***

*#4: Jalapeno Jack, Hot Ones Sriracha, diced tomatoes, cilantro on **sourdough***

*#5: Fromage Blanc, Gruyere, NY Sharp Cheddar, Havarti on **sourdough***

Creamy Tomato Soup (V)

Side order or full bowl

Chicken Satay Skewers

marinated in coconut milk and spices, served with peanut dipping sauce

Dessert Sticks (V)

***Brownie Pop:** fudgy brownie cake with chocolate frosting and sprinkles*

***Vanilla Cake:** vanilla funfetti cake with vanilla frosting and sprinkles*

***Fruit Skewer:** fresh strawberries, grapes, watermelon chunks*

Steve's Key Lime Pie "Swingles" on a stick (single serving) - local Red Hook favorite:

***Classic** - key lime pie dipped in belgian dark chocolate*

***Raspberry:** classic + raspberry*

***Raspberry Blonde:** raspberry + white chocolate*

***La Victoria:** classic + La Morena chipotle peppers and adobo sauce purée*

GAME OF 1000 BOXES

ACOUSTIC CONSIDERATIONS FOR
GAME OF 1000 BOXES @ 302 BOWERY

Context

Game of 1000 Boxes is a live social game show experience that has run at 248 W 37th Street since April 2021. The business is moving to 302 Bowery with a projected opening in February 2026.

This document outlines acoustic considerations for the business operating at 302 Bowery. It is written by David Rife, one of the founders of 1000 Boxes, who will also be the general manager at the 302 location.

David's credentials in the area of acoustics are as follows:

- Senior Acoustic Consultant - Arup New York - 2007-2014
- M.Sc. in Acoustical and Vibration Engineering - Institute for Sound and Vibration Research at the University of Southampton, 2007
- B.S. Physics with a concentration in Acoustics, minor in Music, minor in Mathematics - Truman State University 2005

Highlighted project experience:

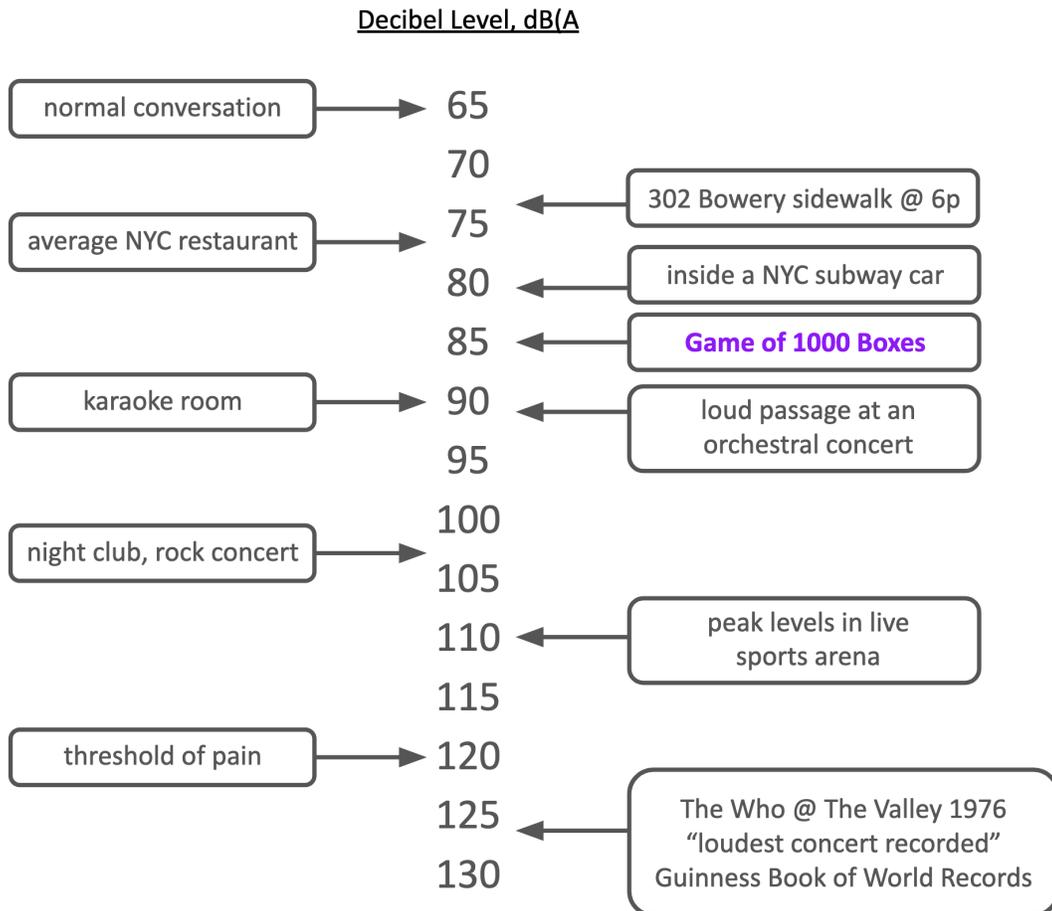
Lenfest Center for the Arts @ Columbia University w/ Renzo Piano Building Workshop
National Sawdust w/ Bureau V
Baryshnikov Arts Center, Jerome Robbins Theatre w/ Think!
Clark Art Institute Expansion w/ Tadao Ando & Gensler
Greek National Opera House w/ Renzo Piano Building Workshop
Northrop Auditorium w/ HGA
Lewis Center for the Arts @ Princeton University w/ Steven Holl
Isabel Bader Centre for the Performing Arts w/ Snohetta
Kraftwerk Retrospective @ MoMA
Sound Ring w/ Maya Lin
Metal Machine Music w/ Lou Reed

Game Show Audio

The game show audio consists of the following types of sound:

- amplified voice from the live host
- pre-recorded sound effects
- pre-recorded music

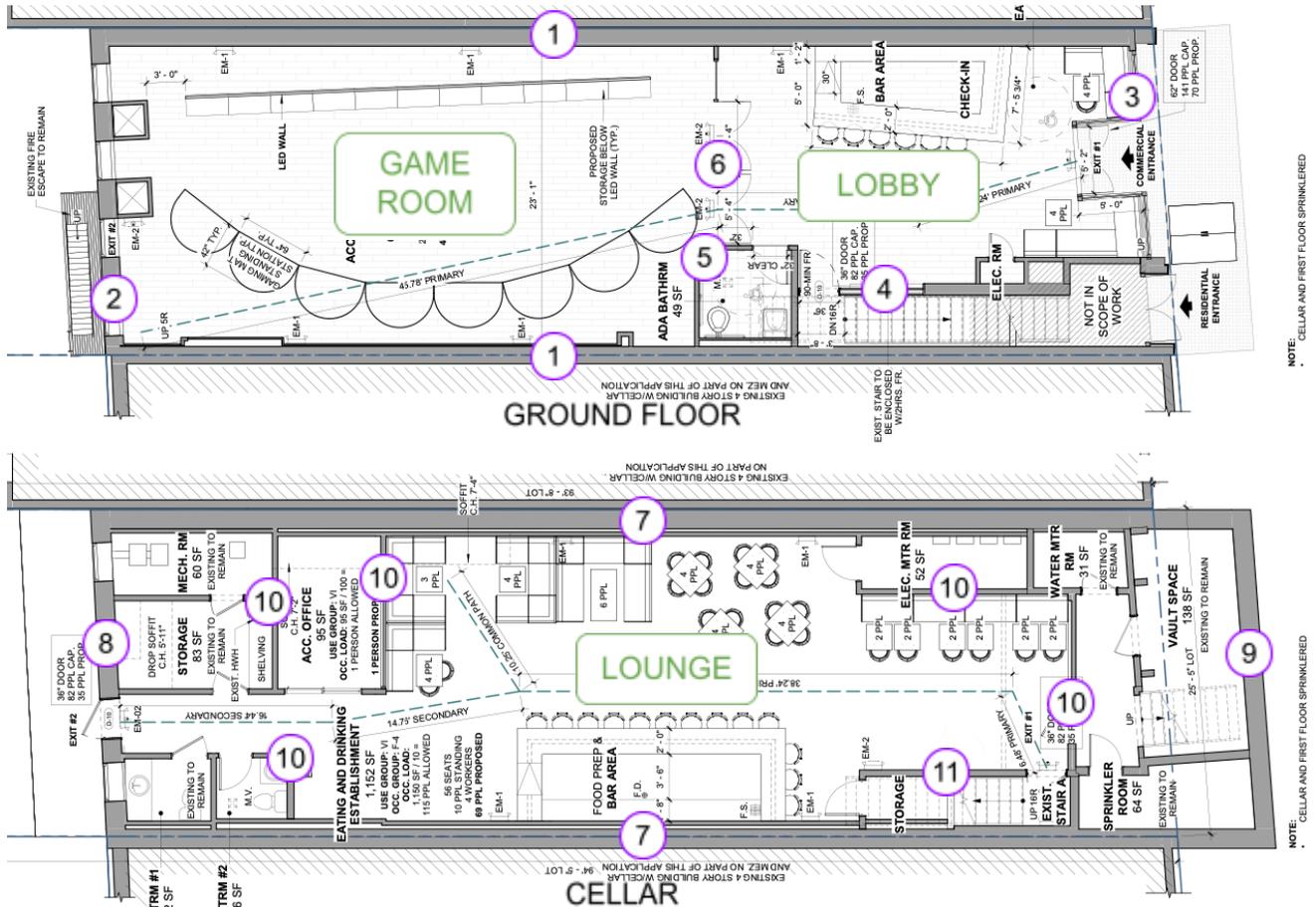
The audio levels are louder than what you would hear as background music in an average restaurant but quieter than live amplified music.



Interior Architecture

The game show takes place on the ground floor of 302 Bowery. Full height stud wall partitions and storefront glass/aluminum doors separate the check-in area from the game show area. A storefront glass/aluminum system separates the check-in area from the sidewalk outside.

The cellar level houses a lounge and BOH storage and offices.



1st Floor Partitions:

- 1: North + South Walls: 16" brick + 2-1/2" steel stud + insulation + 5/8" drywall
- 2: West Wall: 16" brick, 1" IGU windows, 6" air gap, 2-1/2" steel stud + insulation + 5/8" drywall
- 3: East Wall: aluminum + glass storefront facade with glass doors, 3/8" thick glass
- 4: Stairwell Walls: 3-5/8" metal stud + insulation + 2x layers of 5/8" drywall both sides of partition
- 5: Bathroom Walls: 2-1/2" metal stud + insulation + 1x layers of 5/8" drywall both sides of partition
- 6: Game / Lobby Wall: aluminum + glass storefront doors with 1" thick insulated glass unit (IGU)
- Floor: 1" T&G hardwood floor + 3/4" T&G oak floor + 3"x14" wood joists
- Ceiling: 2x layers of 5/8" drywall + 1/2" wood channel + insulation + 3"x14" wood joists + 1" T&G hardwood floor + 3/4" T&G oak floor

Cellar Partitions:

7. North + South Walls: 16" brick + 2-½" steel stud + insulation + ⅝" drywall

8. West Wall: 16" brick + 1" IGU windows

9. East Wall of vault space: 16" brick

10. Misc Walls: 2-½" metal stud + insulation + 1x layers of ⅝" drywall both sides of partition

11: Fire Stair Wall: 8" CMU block + 2-½" metal stud + 1x layer ⅝" drywall

Floor: 4" concrete on grade

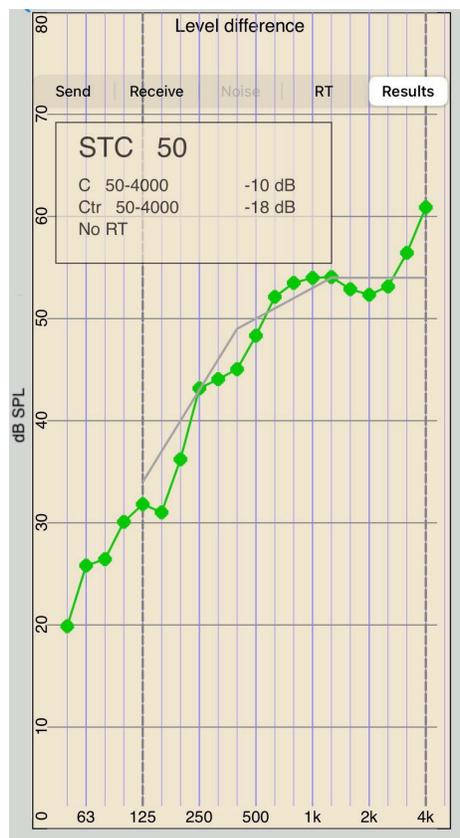
Ceiling: 2x layers of ⅝" drywall on 3"x14" joists + insulation

Measured Acoustic Performance of Ceiling Partition in Game Room:

Field Sound Transmission Class Testing (FSTC) was performed between the ground floor space and the 2nd floor commercial space to benchmark the transmission loss of the existing ceiling partition.

The testing was performed in the empty space with a large format speaker and subwoofer used as the sound sources sitting directly on the floor, coupled to the structure of the building.

The transmission loss values and field measured FSTC rating is shown below.



FSTC of Game Room Ceiling

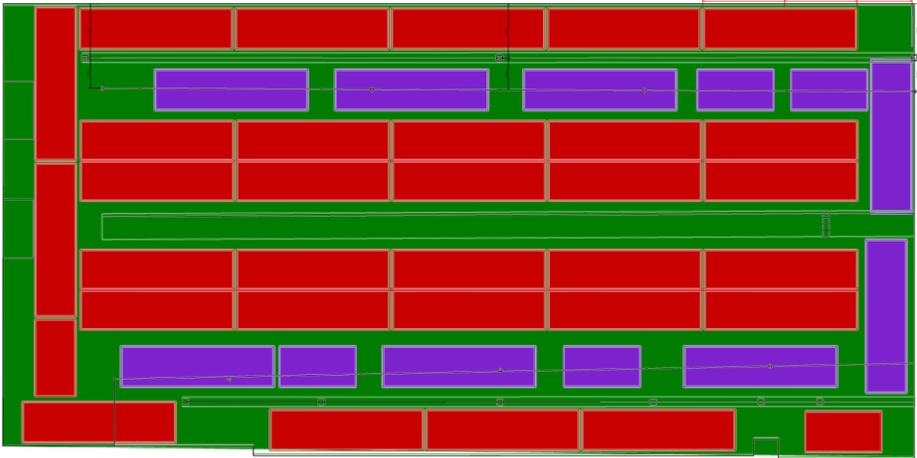
We predict the following measures will increase the FSTC by a minimum of 5 points to FSTC 55 or better:

Sound Absorbing Treatment

We are installing sound absorbing treatment across the entire available area of the ceiling and across the rear wall area, using a combination of 4" thick and 2" thick mineral wool slabs.

The acoustic panels absorb the reverberant acoustic energy in the room, which reduces the overall sound levels by ~6dB. This translates to a reduction of ~6dB in sound level heard across partitions to adjacent spaces.

- NO-GO ZONE
(hangers / services)
- 12x 4" panels
@ 96" long x 26" wide
192 sqft (no frame)
- 10x 4" panels
@ 96" long x 48" wide
320 sqft
- 10x 2" panels
@ 96" long x 26" wide
160 sqft (no frame)



Reflected Ceiling Plan of Acoustic Panels in Ceiling

Sealing Holes and Gaps

There are various empty penetrations in the ceiling drywall and approximately 12 junction boxes that have gaps around all sides, allowing sound to travel directly through the drywall partition in these areas. We are sealing all holes and gaps with backer rod, metal plates, and silicon caulking.



Current Gaps and Open Holes in Ceiling

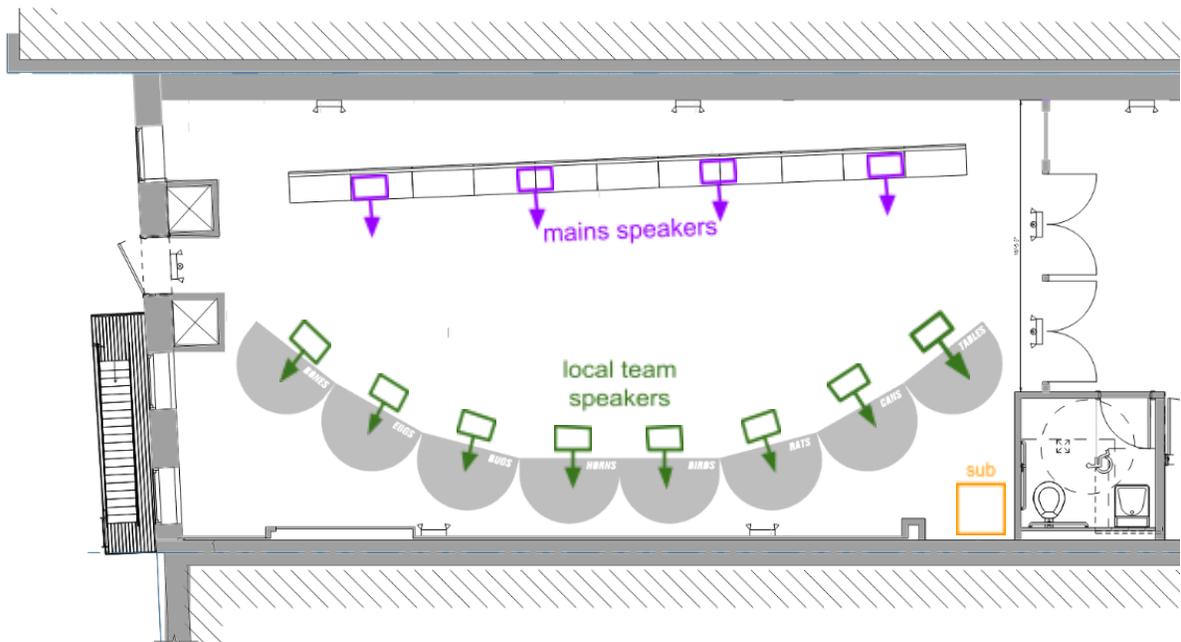
Audio System

4x Mains speakers for game show sound, installed on the ground below the LED display

8x near field monitors for host's amplified voice, hanging above each team location

1x sub for extended low frequencies, installed on the ground

Mains Speaker (4x)	Local Team Speakers (8x)	Sub (1x)
		
10" driver	5-¼" driver	18" driver



Game Room Plan with Speaker Locations

The audio system is designed to produce sound levels locally at each team’s location so we can run the overall show at a lower volume. The JBL Control 25 speakers above each team’s podium allows us to lower the amplification necessary on the host’s microphone.

Our audio system includes an audio mixer with lockable presets for sound amplification. We are strict about consistency in audio levels and do not allow staff to unlock the settings in order to mix shows outside of the presets we have defined.

Placing our mains speakers at the base of the game display instead of mounting into the ceiling allows for reduced audio levels across the ceiling partition into our neighbor’s space directly above.

The sub sits on a custom designed spring isolated platform to decouple the low frequencies from the building’s structure and in turn our neighbor’s interior spaces. These are the same type of springs that are used in performing arts buildings and recording studios to mitigate structureborne noise from trains in the subway.

SIZE	RATED CAPACITY (lbs)	RATED DEF. (in)	MOUNT CONSTANT (lbs/in)
X-12	12 lbs	1.25 in	10
X-23	23 lbs	1.30 in	18
X-33	33 lbs	1.10 in	30
X-54	54 lbs	1.20 in	45
X-76	76 lbs	1.02 in	73
X-113	113 lbs	1.00 in	113
X-130	130 lbs	1.00 in	130
X-175	175 lbs	1.00 in	175

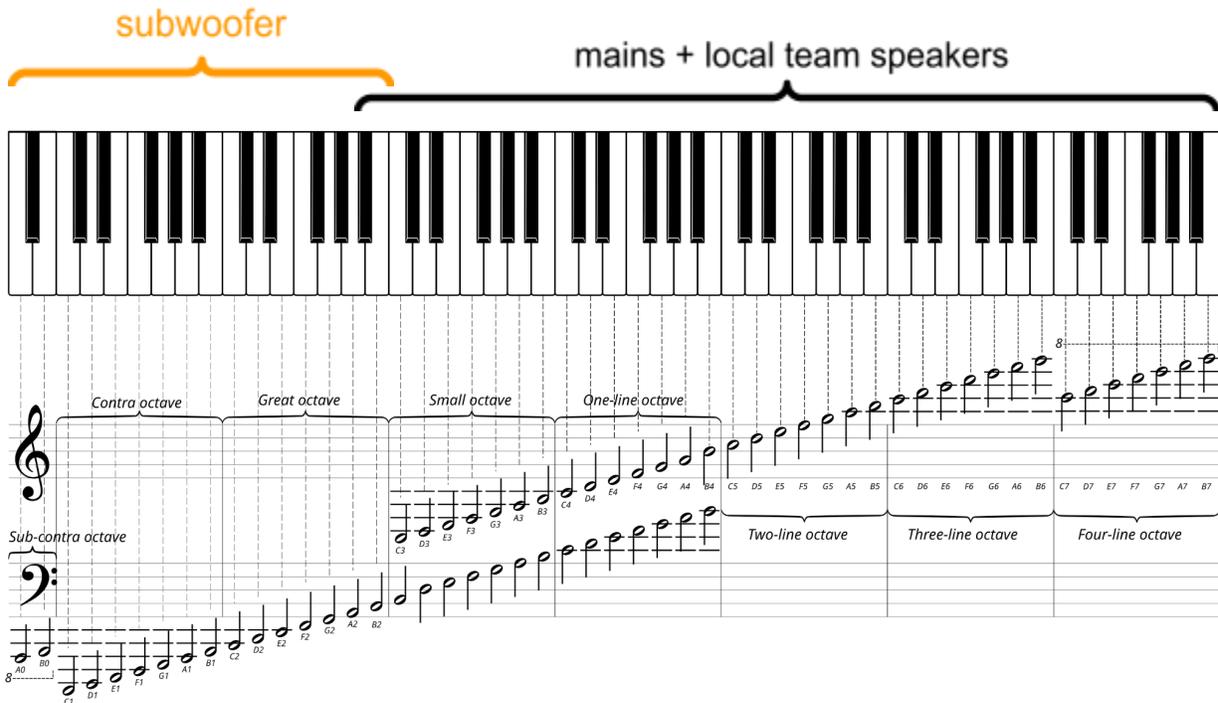


The mains speakers will be placed on neoprene pads and the local team speakers above each team will be hung with neoprene isolators. We use neoprene instead of springs for these sets of speakers because the speakers don't have enough mass to load the springs properly.



Why do we need a sub?

The sub produces the lower two octaves of our musical spectrum - the mains and local team speakers cannot physically produce these frequencies. The music and sound design is much more rich and warm with these octaves included, elevating the overall experience for our guests.



Simplified Predictions for Game Show Sound in Neighboring Spaces

302 Bowery 1st Floor (Game of 1000 Boxes, commercial)

TO

302 Bowery 2nd Floor (Bowery Yoga, commercial)

Sound Path:

- across ceiling between 1st Fl and 2nd Fl

Audio Levels During Game Show on 1st Fl, dB							
dB(A)	63Hz	125Hz	250Hz	500Hz	1000Hz	2000Hz	4000Hz
86.5	87	90	88	86	81	71	65

Measured Transmission Loss across 302 Ceiling Partition, dB							
-	30	36	47	54	58	57	62

Resulting Sound Levels from Game Show in 2nd Floor, dB							
40	57	54	41	32	23	14	3

Measured Background Noise of 2nd Floor Commercial Space, dB							
51	68	63	54	46	35	35	27

Game Show levels in 2nd Floor minus Background Noise Levels 2nd Fl, dB							
-10	-11	-9	-13	-14	-12	-21	-24

Conclusion: sound will be imperceptible in 2nd Floor commercial space @ 302 Bowery

Simplified Predictions for Game Show Sound in Neighboring Spaces

302 Bowery 1st Floor (Game of 1000 Boxes, commercial)

TO

302 Bowery 3rd Floor (residential)

Sound Path:

- across ceiling between 1st FI and 2nd FI
- across ceiling between 2nd FI and 3rd FI

Audio Levels During Game Show on 1st FI, dB							
dB(A)	63Hz	125Hz	250Hz	500Hz	1000Hz	2000Hz	4000Hz
86.5	87	90	88	86	81	71	65

Measured Transmission Loss across 302 Ceiling Partition, dB							
-	30	36	47	54	58	57	62

Assumed Transmission Loss across 2nd FI Ceiling Partition, dB							
-	20	26	37	44	48	45	53

Resulting Sound Levels from Game Show in 3rd Floor, dB							
15	37	28	4	-13	-26	-34	-50

NC-25 (quiet background noise for residential space), dB							
35	54	44	37	31	27	24	22

Game Show levels in 2nd FI minus Background Noise Levels 2nd FI, dB							
-20	-17	-16	-33	-44	-53	-58	-72

Conclusion: sound will be imperceptible in 3rd Floor residential space @ 302 Bowery

Simplified Predictions for Game Show Sound in Neighboring Spaces

302 Bowery 1st Floor (Game of 1000 Boxes, commercial)

TO

300 Bowery 1st Floor (Espresso Cappuccino Machines, commercial)

304 Bowery 1st Floor (Slainte, commercial)

Sound Path:

- across 16" brick wall between 302 1st Fl and 300 1st Fl

Audio Levels During Game Show on 1st Fl, dB							
dB(A)	63Hz	125Hz	250Hz	500Hz	1000Hz	2000Hz	4000Hz
86.5	87	90	88	86	81	71	65

Transmission Loss across 16" Brick Wall, dB							
-	44	50	60	68	72	73	68

Resulting Sound Levels from Game Show in 300 Bowery 1st Fl, dB							
26	43	40	28	18	9	-2	-3

NC-35 (quiet background noise for commercial space), dB							
44	60	52	45	40	36	34	33

Game Show levels in 300 Bowery 1st Fl minus NC-35 Background Noise, dB							
-18	-17	-12	-17	-22	-27	-36	-36

Conclusion: sound will be imperceptible in 1st Floor commercial space @ 300 and 304 Bowery

Simplified Predictions for Game Show Sound in Neighboring Spaces

302 Bowery 1st Floor (Game of 1000 Boxes, commercial)

TO

300 Bowery 2nd Floor (residential)

304 Bowery 2nd Floor (residential)

Sound Path:

- across ceiling partition in 302 Bowery
- across 16" brick wall between 302 2nd Fl and 300/304 2nd Fl

Audio Levels During Game Show on 1st Fl, dB							
dB(A)	63Hz	125Hz	250Hz	500Hz	1000Hz	2000Hz	4000Hz
86.5	87	90	88	86	81	71	65

Transmission Loss across 16" Brick Wall, dB							
-	44	50	60	68	72	73	68

Measured Transmission Loss across 302 Ceiling Partition, dB							
-	30	36	47	54	58	57	62

Resulting Sound Levels from Game Show in 300/304 Bowery 2nd Fl, dB							
-9	13	4	-19	-36	-49	-59	-65

NC-25 (quiet background noise for residential space), dB							
35	54	44	37	31	27	24	22

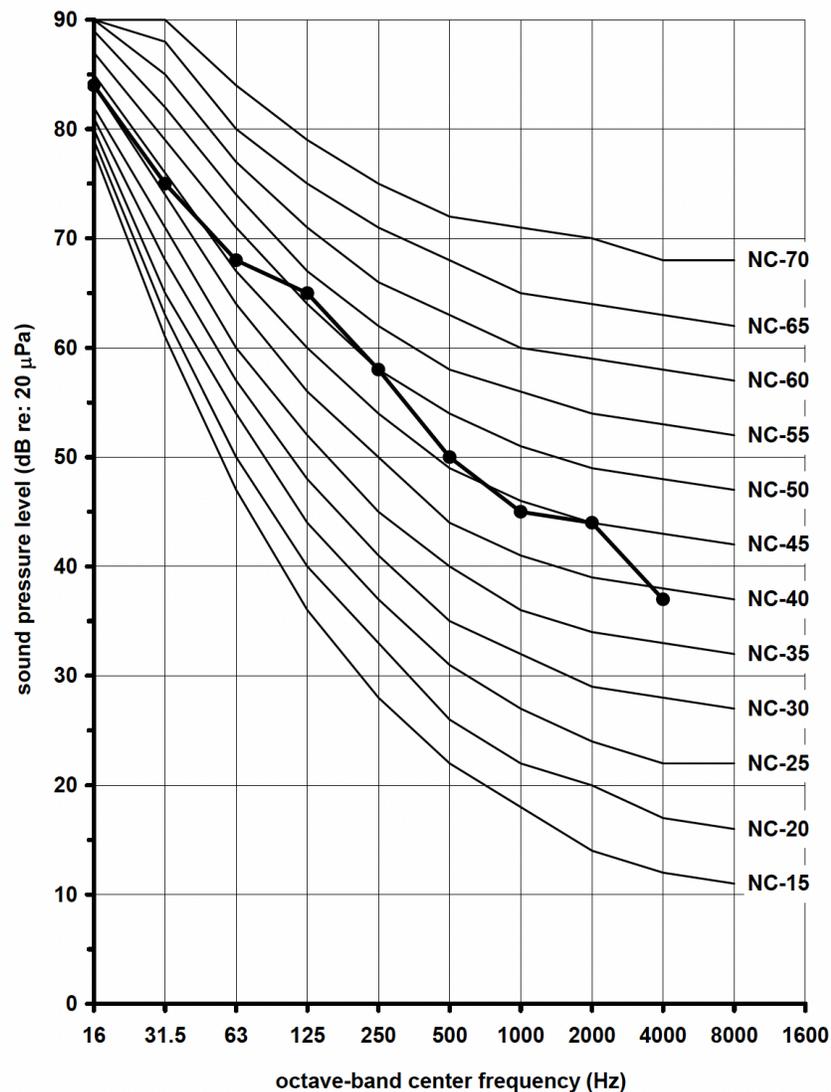
Game Show levels in 300/304 Bowery 2nd Fl minus NC-25 Background Noise, dB							
-44	-41	-40	-56	-67	-76	-83	-87

Conclusion: sound will be imperceptible in 2nd Floor residential spaces @ 300 and 304 Bowery

Noise Criteria (NC) Curves - Reference

The above simple calculations reference NC Curves, which are a standard of classifying acoustic background noise within spaces.

The background noise is measured in a space and plotted on top of the NC curves. The NC designation for the space is the lowest NC curve that the measured noise spectrum does not exceed at any frequency.



In the example above, the thick black line is the measured background noise of a space - the lowest NC curve that the data does not cross is the designation of background noise - in this case, NC-55

(source: ANSI S12.2-2008)

Common NC ratings for various spaces (source: Acoustical Society of America):

Occupancy	Recommended NC and RNC criteria curve
Private residences:	
Bedrooms	25-30
Apartments	30-40
Family rooms and living rooms	30-40
Schools:	
Lecture and classrooms	
core learning space with enclosed volume	25-30
<566 cu m (≤ 20,000 cu ft)	
core learning space with enclosed volume	30-35
>566 cu m (> 20,000 cu ft)	
Open-plan classrooms	25-30
Hotels/motels:	
Individual rooms or suites	30-35
Meeting/banquet rooms	25-35
Service support areas	40-50
Office buildings:	
Offices	
executive	25-35
small, private	35-40
large, with conference tables	30-35
Conference rooms	
large	25-30
small	30-35
Open-plan areas	35-40
Business machines, computers	40-45
Public circulation	40-50
Hospitals and clinics	
Private rooms	25-30
Operating rooms	25-35
Laboratories	35-45
Corridors	35-45
Public areas	40-45
Movie theaters	30-40
Churches, small	30-35
Courtrooms	30-35
Libraries	35-40
Restaurants	40-45
Light maintenance shop, industrial plant control rooms,	45-55
Concert halls, opera houses, and recital halls (listening to faint musical sounds)	15-18
Small auditoriums (≤500 seats)	25-30
Large auditoriums, large drama theaters, and large churches (for very good speech articulation) (>500 seats)	20-25
TV and broadcast studios (close microphone pickup only)	15-25
Legitimate theaters	20-25