

A Hole In The Complex

duplication of effort and redundancy within the system, while devouring at least 90% of the preassigned resources prior to distribution or completion of said assignment."

Wow! And this adventure is going to introduce my players to all that?

And then some, Citizen. This Form Pack contains four Equipment Complaint Forms, four Equipment/Weapon/Vehicle Request Forms, and ten Form Request Forms. During the course of the adventure, your players will use one each of the two equipment forms and two Form Request Forms. Hence, you have enough forms to replay this adventure four times!

Oooo. All praise The Computer!

lust so.

To play this adventure, you will need a bunch of players with brand-new Red-level characters (the adventure is perfect for introducing new players to the fun-filled world of Paranoia). Or, if you wish, you can modify the adventure for higher-level characters by simply boosting the security clearances of the NPCs and altering the read-aloud text as necessary.

During the adventure you'll be instructed to hand certain forms to your players. Make sure your players fill them out completely and correctly. Deliberate falsification or destruction of official Paranoia forms is treason. First time offenders will be terminated. After that, punishment is more severe.

Red Dawn

The Troubleshooters in this adventure have just been promoted from Infrared to Red clearance. Read:

Greeting, Citizens. Congratulations on your promotion to Red security clearance. This is evidence of The Computer's faith and trust in you. Please report to CDO sector HPD&MC Department of Troubleshooter Housing for your new Red security clearance housing assignment. Afterwards, proceed directly to your new quarters and await further orders.

Stay alert! Trust no one! Keep your laser handy!

When the Troubleshooters arrive at HPD&MC Department of Troubleshooter Housing (HPD-DTH), read:

HPD-DTH is a long narrow room bisected by a transparent syntheplast blast-shield. On the far side of the syntheplast, an Orangelevel female clerk is furiously kicking a Bouncy Bubble Beverage dispenser.

The clerk, Ire-O-TAT-2, likes Bouncy Bubble Beverage. She likes it a lot. In fact, she tends to go a little whacko when she hasn't had any for, oh, say, two hours or more.

It's been six hours since her Bouncy Bubble Beverage dispenser broke down. Ire-O is in a very, Very, VERY bad mood. Guess who she takes it out on?

When the Troubleshooters request a housing assignment, Ire-O smirks evilly. "Certainly, Citizens," she says while typing into her keyboard. "I'm assigning you to RAD sector: Red Dorm 48C."

Red Dorm Rising

When the Troubleshooters reach RAD sector read the following out loud:

A synthesteel barricade blocks the entrance to the RAD sector Red-level housing facilities. On either end of the barricade, flashing lights illuminate a hastily-erected sign - "DANGER! EXCESSIVELY LETHAL **RADIATION BEYOND THIS POINT!" Two** Vulture goons wearing bulky Green radiation suits stand beside the barricade. Beyond them lies a twisted corridor, illuminated by a mysterious pulsating blue-green glow.

One of the Vultures asks in a staticky, mechanical voice: "Chhh . . . what are you Reds doing here ... chhchh?"

If the Troubleshooters tell the Vultures about their housing assignment, the guards let them pass. Questions about safety are shrugged off, "Chhchh ... you're Reds, shouldn't bother you too much ... chhchh ... 50 rads a minute, maybe less ... chhchh."

At this point, our heroes have three choices:

1. Go to 48C: A fine and loyal choice. As the Troubleshooters walk down the hall, they start to feel . . . funny. You know . . . kind of sick. By the time they reach dorm 48C, each Troubleshooter is taking 100 rads a minute. Troubleshooters who make an endurance roll x ¼ manage to crawl inside 48C before dying. Give Troubleshooters who fail the roll one treason point . . . posthumously. That'll teach 'em respect.

2. Ask The Computer for new housing: "Citizen, RAD sector offers the finest in Redlevel housing." Complaints about the radiation receive the following reply: "48C has an acceptable radiation level for Red clearance citizens. Please report immediately to your housing assignment as given by HPD&MC." Continued complaints result in reassignment to the food vats.

3. Get Ire-O to assign a new housing number: This is the correct answer. Thank you very much. You may now continue with the adventure.

Let's Make A Deal

When the Troubleshooters return to HPD-DTH, read:

Inside you find Ire-O where you last left her ... attacking her Bouncy Bubble Beverage dispenser. This time she's using a hammer.

When the Troubleshooters request new housing, Ire-O casually asks, "What's the mat-

Introduction

Greetings, Citizen. Congratulations for purchasing this fine Paranoia product. In addition to various triplicate forms, this pack contains the megafun Code 7 mini-epic adventure titled: A Hole in the Complex. It's designed to introduce your players to the wide world of bureaucracy — Alpha Complex style.

What's "bureaucracy", Friend Computer?

Your security clearance, Citizen?

Ultraviolet, Friend Computer.

WARNINGWARNINGWA

Security Clearance ULTRAVIOLET

Warning: This document is

security clearance Ultraviolet. If

you are security clearance Violet

or lower, you may not read it un-

less you have a properly author-

ized Security Clearance Breach

Authorization Form 22A13/333-4.

Otherwise, you're dead. We

mean it. Don't mess with an en-

trenched bureaucracy, dude.

WARNINGWARNING

Excellent, honored Citizen. The CPU Alpha Complex Interdepartmental Relations and Project Coordination Department, Division of Bureau Creation and Policy Definitions, Field Manual 1-1A, defines bureaucracy as: "the system whereby departments and bureaus use pre-established criteria to determine merit and need when allocating resources or completing assignments, thereby minimizing or supplanting the need for case-by-case judgments while permitting the system to operate with little or no individual input, thus guaranteeing impartiality and requiring workers with few skills and little or no initiative, whose primary function is to protect their own jobs and expand the power and inertia of the bureaucracy to galactic proportions under the guise of maintaining the extensive record-keeping and crosschecking needed to reduce repeated work,



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ter, RAD sector a little too warm?" (Leave no doubt that Ire-O is well aware of the situation down there.)

The trick is for our heroes to get Ire-O to give them a new housing assignment. Intimidation, fast talk, bootlicking, con and spurious logic are all ineffective. Physical threats won't work either (the syntheplast wall is completely impervious to laser fire). Only bribery will succeed; and Ire-O already knows what she wants: a Bouncy Bubble Beverage dispenser, Model 760XL.

Troubleshooter: Listen are you gonna change our housing assignment, or ...

- Ire-O: I understand the PLC Department of Vending Machine Dispensing has some new Model 760XL Bouncy Bubble Beverage dispensers in stock. (Wink.) They're much better than the old 3374s. (Wink.)
- Troubleshooter: I'm warning you. If you Say, what's wrong with your eye?
- Ire-O: Oh nothing. Life in Alpha Complex is so perfect, every citizen has every thing she needs. (Wink.) Like if I want a 760XL I'm sure I'll get it (wink, wink), and if you want a new housing assignment I'm sure you'll get it. (Wink, wink, wink, wink, wink.)

After they wise up, Ire-O agrees to change the Troubleshooters' housing assignment if they get her a BBB 760XL from the PLC Department of Vending Machine Dispensing.

Of course, loyal Troubleshooters might try to expose Ire-O as a traitor. Bad plan. She has machine empathy.

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Now you're ready to get to the meat of the adventure. Have you ever heard the song, "There's a Hole in the Bucket, Dear Liza?" Well this is a lot like that. Basically, the Troubleshooters need a new housing assignment, which we'll call item 'A', but to get 'A,' they're gonna have to give Ire-O 'B', a new Bouncy Bubble Beverage dispenser, but to get 'B,' they're going to have give someone else 'C,' and to give someone else 'C,' they need 'D', etc., etc. Get the picture? Great.

Above is flowchart showing how everything works. Following is an outline describing each encounter. When running the adventure follow the outline and use the flowchart as a visual aid. Keep in mind these are just sketches of the encounters: feel free to spice them up.

1. HPD&MC Department of Troubleshooter Housing (HPD-DTH): Ire-O agrees to change the Troubleshooters' housing assignment if they get her a new Bouncy Bubble Beverage dispenser 760XL from the PLC Department of Vending Machine Dispensing.

2. PLC Department of Vending Machine Dispensing (DVMD): A line of clones snakes back from a shoulder-high counter, behind which stands a tall, hawk-nosed clerk named Snack-O-PCK-2. Beyond Snack-O is a giant warehouse facility filled with vending machines of all shapes and sizes.

Officious and arrogant, Snack-O refuses to

issue a 760XL to the Troubleshooters without first seeing an 'Approved' Equipment/Weapon/ Vehicle Request Form. If the Troubleshooters don't have one, Snack-O refers them to the PLC Office of Resource Allocation and Tracking.

3. PLC Office of Resource Allocation and Tracking (ORAT): Medium-sized office with way too many desks. Each desk has a pair of form transit tubes leading from the ceiling down to it. One tube is marked 'In,' the other 'Out.' Equipment Request Forms arrive through the 'In' chute, are processed by the clerk, then either sent back 'Approved' or 'Denied' (and kept on file). Several Yellow supervisors oversee operations. One, Push-Y-GUY-3, walks up to the Troubleshooters and demands to know what they want.

Push-Y is the Assistant Office Manager for ORAT. Requests for an Equipment/Weapon/ Vehicle Request Form are rudely rebuffed, "We do not distribute forms, we process them. You must be looking for the CPU Department of Form Allocation and Distribution."

4. CPU Department of Form Allocation and Distribution (DFAD): This gigantic warehouse is packed to the ceiling (90 feet above) with crates of forms. Scurrying amongst the rows of crates are dozens of Infrared drones, Red workers, and Orange to Green-level supervisors. Several crates lie smashed on the floor as if they'd fallen from some great height (say, 90 feet or so).

One of the Green supervisors, Cage-G walks up to the Troubleshooters and growls, "You're late. Stack up those Fizz-Wizz Request Forms over there." Troubleshooters who don't speak up quickly might end up working here for the rest of their lives ... maybe longer.

If a Troubleshooter asks for a Equipment/ Weapon/Vehicle Request Form Cage-G shrugs and says, "Listen Mac, I'd really like to help ya, but there's nothing I can do unless you gotta 2212/HHK', understand?" He then refers the PCs to the CPU Bureau of Intra-Complex Coordination and Communication: Department of Forms, Vouchers, Memos, and Tongue Print Registration.

5. CPU Bureau of Intra-Complex Coordination and Communication: Department of Forms, Vouchers, Memos, and Tongue Print Registration (BICCC: DFVMTPR): Normally, to get a 2212/HHK', all a clone must do is ask any of the more than 20 Red clerks manning this office ... normally.

When the Troubleshooters arrive they find 50 or so citizens milling around outside the office. Inside the room, one of the clerks, Bob-R, a recent convert to Purge, is threatening to torch the room. He's armed with a flamethrower (Damage 11F, Skill 12).

Zom-B, supervisor for BICCC: DFVMTPR, demands that the Troubleshooters arrest Bob-R immediately. "Uh . . . without harming any of The Computer's valuble forms, of course."

Zom-B wants Bob-R out; he won't accept No' for an answer. Troubleshooters who hesitate are strongly reminded that The Computer has a low a opinion of those citizens who

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fail to obey their security clearance superiors. Questions about how this all started are quickly glossed over: "Bored, probably."

There are a number of possible solutions to this problem. The Troubleshooters could spike some Bouncy Bubble Beverage with E-Z-DUZ-IT pills and trick Bob-R into drinking it. Or, they might try to convince him that they're his allies. Really sneaky Troubleshooters can just pick up one or two of the 2212/HHK's lying around the office and then leave, claiming to be "going for back-up." Really violent Troubleshooters might just open fire and hope they can vaporize Bob-R before he turns the office into a bonfire.

If your Troubleshooters save the office, Zom-B will give each of them a 10 credit bonus minus 5 credits for each form that was destroyed in the process. Zom-B also gives them a 2212/HHK', Form Request Form.

Troubleshooters may now return to the Department of Form Allocation and Distribution.

6. DFAD Again (see #4 for description): Cage-G takes the 2212/HHK' and gives the Troubleshooters an Equipment/Weapon/Vehicle Request Form. Then he sends them back to ORAT.

7. ORAT Again (see #3): Here the Troubleshooters get a nasty surprise. Push-Y wants to know where the vending machine is going. When the Troubleshooters tell him, Push-Y double-checks the Vending Machine Complex Authorization and Allocation Grid (VMCAAG). • If the Troubleshooters lied about where the machine is going: Cage-G discovers the ruse immediately and summons IntSec.

• If the Troubleshooters tell the truth: Cage-G refuses to approve the 760XL because the Department of Troubleshooter Housing already has a vending machine.

• If the Troubleshooters then claim that the Department of Troubleshooter Housing's vending machine is broken: Push-Y demands to see their B4379-10(398)/7R (Equipment Complaint Form) verifying that Maintenance has checked out the defective vending machine and declared it inoperative. Push-Y refers the Troubleshooters to the Department of Vending Machine Maintenance.

8. Department of Vending Machine Maintenance (DVMM): A middle-aged, paunchy Yellow Tech employee sits beside the desk reading a three-week-old copy of Vidnews Daily. His name is Bill-Y-BOY-5.

Bill-Y is a friendly, good-natured kind of guy, who takes life one daycycle at a time. When the Troubleshooters tell Bill-Y what they want, he stares at them for about twenty seconds, chomps on his synthegum, then says, "Yup, I see yer problem, but I can't help you out until you fill out a B4379-10(398)/7R and those aren't my department. I just file 'em."

Bill-Y directs the Troubleshooters to the Public Relation Bureau for Equipment Complaints. **9.** Public Relations Bureau for Equipment Complaints (PRBEC): This is a large room with single service window. Winding back from the window is a lengthy line of clones, many holding the equipment that they wish to complain about. The wait is 4 hours.

When the Troubleshooters finally reach the front of the line, they meet Gitt-R, a nervous, twitchy clerk behind the window. Gitt-R deals with extremely irritated and frequently dangerous citizens all day long. After three months she has developed a severe case of battle fatigue.

After hearing their complaint, Gitt-R says she'll be happy to issue an Equipment Complaint Form, as soon as the Troubleshooters hand her their Form Request Form.

If the Troubleshooters don't have a Form Request Form, Gitt-R nervously explains that she's not authorized to issue an Equipment Complaint Form to clones without a Form Request Form. Troubleshooters who see Gitt-R's nervousness as a sign of weakness are sadly mistaken. Any attempt to bully or intimidate Gitt-R results in her having "an attack" (i.e., she pulls out a laser rifle and sprays the room).

Troubleshooter who don't have a Form Request Form must go back to the CPU BICCC: DFVMTPR.

10: CPU BICCC: DFVMTPR Again: If the PCs subdued Bob-R with a minimum of damage to The Computer's valuable forms (and the supervisor's valuable career), Zom-B issues them another Form Request Form. Otherwise, happy for a chance to get even, Zom-B cheerfully tells them that they will have to wait until the damage is cleared up — in, oh, say, three months or so. Theft, bribery (200+ credits), or forgery are the PCs' only options.

11. PRBEC Again: Troubleshooters who have a Form Request Form are given a B4379-10(398)/7R and should then head back to the DVMM.

12. DVMM Again: Bill-Y hems and haws over the completed B4379-10(398)/7R for a few minutes, then says, "Yup, looks all in order. I'll send a team right over to check that sucker out, and if it don't work like you say then I'll bring it on into the shop."

'Right over' to Bill-Y means about a weekcycle ... maybe two. Fortunately, Bill-Y is susceptible to bribes. "Heck, I don't need to send an inspection team. You just head right on over to ORAT and I don't think you'll have any trouble this time."

13. ORAT Again: Push-Y stamps their Equipment Request Form 'Approved'. The Troubleshooters may now proceed back to DVMD.

14. DVMD Again: Snack-O sneers at the form, then orders a totebot to bring out a 760XL. The totebot deposits the 760XL (all 800 pounds of it) in front of the Troubleshooters. It is now up to the Troubleshooters to push, carry or drag the crate back to the Department of Troubleshooter Housing.

Soylent Green and Then Some

When the Troubleshooters get back to the Department of Troubleshooter Housing with the 760XL, read the following:

As soon as you enter, Ire-O turns and sees the 760XL. For a moment she seems stunned, then her eyes widen and a smile spreads across her face. Turning to her keyboard, Ire-O punches a single button. The syntheplast shield sinks into the floor.

The first thing Ire-O says is, "What took you?" She then directs the Troubleshooters to move the old vending machine out of her office and replace it with the 760XL. During this procedure Ire-O is her normal abusive self. When they're finished:

"Just let me make sure you haven't damaged my machine," Ire-O says haughtily, pulling a plasticredit from her jumpsuit. "If this doesn't work, RAD sector will seem like an Voluntary Entertainment Center compared to where I'll send you."

Ire-O pushes the plasticredit into the coin slot, presses the leftmost of four selection buttons, all of which are labeled Bouncy Bubble Beverage, and bends over to peer into the 4-inch by 4-inch Bouncy Bubble Beverage dispenser slot. Seconds pass ... nothing happens ... then the 'Empty' light begins to flash.

Ire-O turns toward you, her eyes dark with hate, lips compressed. Suddenly — a metallic hand zips out of the machine, grabs her by the wrist, and yanks Ire-O back into the machine through the Bouncy Bubble Beverage dispenser slot. The machine shudders violently for a few moments, then is silent.

The 'Empty' light goes off.

My, now isn't this an interesting turn of events? The question is: what are our Troubleshooters gonna do about it? Loyal citizens might report the incident, but then they're going to have to explain why they're not at their assigned residence as ordered. Alternately, the Troubleshooters can wait around until Ire-O-TAT-3 shows up and hope that she's nicer than her last clone (don't bet on it).

Last, and by all means the cleverest, the Troubleshooters can switch their housing assignment on their own (an easy enough task, all it requires is a successful Data Search roll to find their Housing Assignment File on the office terminal). Then again, once your Troubleshooters have their housing assignment file, why settle for a Red clearance dorm? Why not a Yellow room? Or Indigo! Or even ... an Ultraviolet suite! Of course, Troubleshooters who assign themselves accommodations above their security clearance might have a hard time getting home at night, but maybe they can get away with it once (just once) and live a nightcycle in extreme luxury.

Ahhh life, she can be so sweet.



Equipment Complaint Form B4379-10(398)/7R

Greetings Citizen! Thank you for reporting the faulty equipment in your possession. To aid in preventing future failure of this and other equipment, please fill out this Faulty Equipment Complaint Form. Be sure to write in all of the indicated spaces below. Thank you for your cooperation.

Name	6 4 0	- 1	2	з	4	5	6	(circle clone number)	Date
------	--------------	-----	---	---	---	---	---	-----------------------	------

Equipment Name

- _ Equipment Serial No. __
- Describe, in your own words, the intended function of the equipment and how it failed to perform that function.

What is the value of the equipment in credits?	
Was the equipment malfunctioning when first received? Yes	□ No □ If 'yes', why did you accept the equipment?
What caused the equipment failure? (check one box)	
□ Failure to follow equipment directions.	Draw, as accurately as possible, the equipment in
□ Unintentional or repeated abuse of the equipment.	question. Be sure to indicate any design flaws which
Computer error.	may have led to the equipment's failure.
High velocity impact.	
Spontaneous combustion.	
Other. Be specific:	
Name the person or persons responsible for the equipment's ailure, detailing precisely the actions on their part which	
esulted in the malfunction.	11 1 / mg / /
	0011 \6
	7:
What punishment would you recommend?	MPUTER
Verbal reprimand.	JOUL
 Security clearance demotion. Reassignment to Docbot Test Lab: Surgical Division, 	ME
Spleen and Liver Banks.	
□ Brain softening and re-education.	
□ Summary execution.	
credit fine.	
	<i>I</i> 0
Who administered this form?	Check the box below which best describes your fee
Were the office personnel who issued the form clean	ings about the following statement. "I think the new
nd courteous? Yes 🗆 No 🗆	taste of Bouncy Bubble Beverage is:"
The Commie mutant traitor threat is worse now than ever	A marked improvement over the old Bouncy Bubble Bouerage
efore. Yes 🗆 No 🗆	Bubble Beverage.
If you answered yes, why is the threat worse now? Who is	□ I was unaware of any change.
responsible? Does this mean The Computer is an ineffective	Super scrupdillyitious!!
leader? Are you suggesting that you could do a better job than The Computer?	Yucky. Loyal Citizens prefer the taste of old
	Bouncy Bubble Beverage.
If you arguered no why? Do you feel that The Ormanitar	
If you answered no, why? Do you feel that The Computer is exaggerating the Commie menace? Why would you	For Office Use Only
think that?	Complainant's name
	Number of previous complaints Was there evidence of equipment abuse?
	Internal Security Only
Name one thing you would like to see changed in Alpha	Citizen's previous Loyalty Rating
omplex and why	Citizen's new adjusted Loyalty Rating
m D4270 10/209/J7D	
rm B4379-10(398)/7R	



Equipment/Weapon/Vehicle Request Form

■ Citizen, please fill in all indicated spaces. Upon conclusion send completed form via Form Transit Tube to the Office of Resource Allocation and Tracking. If "Approved" white copy of this form may be redeemed for requested item at any PLC Distribution Center. Maintain the yellow copy for your own records.

■ Name:		
Mission Number:	For Office Use Only	
Security Clearance:	Name	
Service Group:	Office No	
Registered Mutation:		
Secret Society:	Internal Security Security Rating	Affin Applicant's
 Please check box to indicate appropriate item type. Weapon Communications Equipment 		Affix Applicant's Tongue-Print Here
	Why do you need this iter	n? Hasn't The Computer pro-
	vided for all of your needs'	
Credits	□ Yes □ No	
Armor	If "No" please list all o	ther ways in which you feel
 Armor Anatomical Replacements Pharmaceuticals Other 	The Computer has erred.	
□ Pharmaceuticais		
Please describe, in detail, the item you are re-		
questing. Be sure to list its model number, primary		
function, value (in credits), and security clearance.	In your own words, ho	ow will receiving this item
	benefit the whole of Alpha	a Complex? Be specific.
	7::.7/1	2
THE CO	1.8-1/1	
TE TO	Tour	
	Will you return this item	undamaged?
	□ Yes □ No	anaamayoan
	Will you return this item?	?
	□ Yes □ No	

Beverage? □ Yes □ No If ''Yes'':	
When?	-
What was the Bouncy Bubble Beverage batch number?	-
After drinking the Bouncy Bubble Beverage how did the Citizen behave? Was he alive when last seen?	
Have you tried the New Bouncy Bubble Beverage?	-1
🗆 Yes 🗆 No	

1.00	110				
If "No"	would you	like to	try it?	' If "No,"	why not?
□ Yes	🗆 No				

tem Requested	
Model Number	
Serial Number	
Citizen Requesting Item	
Security Clearance of Citizen	
Security Clearance of Item	
Initial Loyalty Rating of Citizen	
Adjusted Loyalty Rating of Citizen	
Stated Reason for Request	
Actual Reason for Request	



Form Request Form 2212/HHK

Distributed by the CPU Bureau of Intra-Complex Coordination and Communication: Department of Forms, Vouchers, Memos, and Tongue Print Registration



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R&D Experimental Equipment Testing Report Form

Distributed by the Office of Information Collection and the Office of Forms and Vouchers, PLC

Experimental Equipment Identification Number:			Please describe, in detail, the test of the equipment, listing the nature, situation, environment, controls, and reactions of all tests performed on the equipment while in the testing agent's possession.
■ wicnesses co Name:	Titles/Offices:	For Official Use Only Loyalty Rating R-15/18 Est.	
Description	of Experimental Equipm		 Please list any and all instances in which the
the test? If so, how Did the experin what problems did Yes No Were the instru- not, what other me Yes No	ment damaged in any way w? nental equipment perform a d you have with the equipm actions included with the equipm ethods of crowd control can ment damaged in any way	as described? If not, nent? quipment adequate? If n you think of?	equipment was handled by any citizen other than the authorized testing agent listed above.
the test? If so, in what way? ☐ Yes ☐ No ■ What do you think of the new taste of Bouncy Bubble Bev- erage? Are there any other Commissary products that you think need improving? Please put your answers in the box provided			For Official Use Only Description Post-Testing Resultant Description Personnel Disposition A R&D Supervisor A
	ly complaints with the way	that this equipment was	Chief Engineer Production Supervisor Testing Agent Hygiene Officer Sponsoring High Programmer
designed? Yes No If there were flaws or problems in the equipment, who do you think is responsible? The Computer The Testing Agent The R&D Supervisor Communists Other R&D Personnel Other			Form 120-9-4523-23-A/5 Filing Agent Date of Processing IntSec Approval

Present yellow copy to de-briefing officer. Send yellow copy to ZIN Sector: Department of Experimental Equipment Evaluation. Maintain yellow copy for your own records. Copyright © 1987 West End Games, Inc. Part #12002-45 West End Games, Inc. 251 West 30th Street, New York, NY 10001