*Alexandra – Emilia Bucur*

**how many steps. questions. maybe answers about levels**

From the scratch,

you say,

you knew that thousands of steps were to follow

slippery / icy underneath /

filled with slimy soil,

ordered

randomly,

found mismatched,

just counted by floors but somehow they still don’t add up balanced.

There’s only a little time left. There’s going to be a rehaul.

The walls of the room in the glass like a cube of ice

are rinsed when the glass gets washed,

flow if the glass gets tumbled

and this makes the interstellar spaces or the smaller spaces

in the room

float like in soap bubbles towards the door

through which they exit the room.

You say,

you add a few objects to dangle harder from the room,

while the window is open,

but the room will defragment pixel by pixel,

scene by scene,

like a daffodil shaken that scatters each second

on each millimetre per second. As a backup there’s still

an uninhabited chambre.