

Gita Yegane Arani-May aka Palang Latif (it's me on the photo, right!!), Sept 17th 2007



BREATH

SheHe puts himherself at the centre of alleverything - they have sex and heshe comes out new and fresh -

again one more to add up to the all-human universe -

animal waste is waste that matters animals - adding up waste, **mouth open** for waste, so that something fresh can come out healthy humanely, as necessary necessary necessary human, for humanity enlargening its meaning with own individual density

human genuis 6 billion fold unity -

to add up animals inferiority dying out - on TeleVisi weighed out in just scales one dying out, the big rest spreading out animal waste in secrecy -

breath human breath animal breath nonhuman non-existence. only in breath!

...

shehe put himherself at where shehebreathes, where else could the human individual feel himherself triggering another desire, to put the outbreath in the centre outside -

dying out animal irrelevance no relevant breath -

comes from nonexistence tomorrow, in nonexistent animals that waste himher self-centers, tomorrow shelved in memory history -

its blood takes part as supporting her his individual strength, the sex that procreates -

as history and in their own self important memory, the self-centred memory that is commonly shared, and human individual sex history can't be shared by unuseful genetic aberrations in her desire - in his desire he makes the game his game - unfold togetherness against unfold genepools that won't make the game - ...A=>

A=>... heshe share theirs to clear up more animal waste.

the I, the you, the us, the heshe "self-centres", that keep up the game.

it turns on to be the superior game and it thrills to use reality, the physical fact, against reality. **a new nature game** and **the self-centered own history that finds itself in human-sexual individuality, in the human individual physicalness**, runs the game in the universe, makes the game a rule, takes a bit out of the impossible (impossibility!) makes it it it pain waste