

A FAMILIAR CONVERSATION

Press 1 for a conversation void
wide enough to drive a bus through,
too long to drive the distance home

with a hammer. Press 2 for a voice
based on the graveyard, for advice
longer than rusty knives. To home
in on misuse of *hone*, say *missile*

and press the issue but not the button,
or vice versa. To escalate the explosion,
say nothing. Regrettably, the last word
is *unavailable*. For *I'd better let you go*

to suggest *you'd better let me go*, press
oh, don't say *love* and stay on the line.