Smoke rises from the ice factory on the edge, on the edge of a city that exist in perpetual gloom. I snatch a note from the ba sket of a passing bicycle - "Go to the flour factory. There's s omething waiting there for you."

Under the window, covered by curtains, all lacy and spattered w ith blood, we find crutches in the corner and bullets on the sh elves, which I dismiss at once as being equivalent, irrelevent, in and of themselves.

Underneath a staircase is a mast which flies a flag. Despite da nkess beyond imagining, it floats on to a higher hole. In tunne ls gouged beneathe the basement rooms are, unmistakably, sets o f bloody handprints on a crumbling wall.

Oh won't you be there with me for it, tonight? In this hut-to-h ut witch hunt, down the tunnels of Old Yellowcake, when all the souls in a city go drowning by starlight, where each choice yo u make is a fierce firefight or a new mistake?

Inside of a room is a cage, is a cage. It's made out of chain a nd class. It's about forty feet high and three feet wide, and it was built to last. It's against a brick wall in an old muddy corner of a basement tunnel room. There's a man in the cage in the old, muddy corner. He's asleep, but he'll wake up soon.

Under the window, covered by curtains, all lacy and spattered w ith blood, we find crutches in the corner and bullets on the sh elves, which I dismiss at once as being equivalent, irrelevant, in and of themselves.

Oh won't you be there with me for it, tonight? In this hut-to-h ut witch hunt down the tunnels of Old Yellowcake, when all the souls in a city go drowning by starlight, where each choice you make is a fierce firefight or a new mistake?