

The Heroic Tale of Rusty the Robot

A Sound Adventure

Opening

Narrator: (Rich, storyteller voice)

Welcome, everyone, to the dusty town of Alkali, where even the wind is too tired to howl. Before we begin, we'll need your help bringing this story to life.

Let's all start by making a soft shhhhhh sound, the quiet breeze rolling through town.

[Sound Effect Prompt: Audience whispers shhhhhh together]

Scene 1: The Saloon

Narrator: Inside the old Saloon of Bitsy Bolts, Rusty the broom-bot worked away — his servos humming, his broom swishing across the floor.

[Sound Effect Prompt: Rub your hands together softly for Rusty's servos]

[Sound Effect Prompt: Swish, swish — broom sweeping the dust]

Rusty: (Mumbling, wistful)

Someday... I'll get out of here...

Narrator: But destiny had other plans — trouble was already on its way.

Scene 2: The Stampede

Narrator: Down in the valley, the ground began to rumble. Everyone, stomp your feet to bring the Robuffalo stampede to life!

[Sound Effect Prompt: Audience stomps feet lightly, then louder]

The herd was led by none other than Circuit Sam — the most feared outlaw in the land. As they trampled through the dry brush...

[Sound Effect Prompt: Snap celery sticks for breaking branches]

Circuit Sam: (Gruff)

Hand over your power cores... or I'll leave nothin' but scrap in my wake!

Scene 3: Rusty's Stand

Narrator: The town froze — their gears locked in fear...

But Rusty's circuits sparked with courage.

Rusty: (Nervous, but determined)

Y-you can't do that!

Circuit Sam: (Laughing)

What're you gonna do... sweep me away?

[Sound Effect Prompt: Audience plays a comb and playing card slowly — a showdown ticking closer]

Scene 4: The Duel

Narrator: The two bots faced off — tension thick in the air.

Sam's laser pistol clicked as he charged it up...

[Sound Effect Prompt: Click pens once]

Rusty gripped his broom tighter...

[Sound Effect Prompt: Quick swish of the broom in the air]

Then — PEW!

Sam fired!

[Sound Effect Prompt: Everyone makes a high-pitched laser sound]

But Rusty deflected the shot, sending it ricocheting into the Robuffalo herd!

[Sound Effect Prompt: Clap hands once, then stomp feet as the Robuffalo scatter]

Circuit Sam: (Fading away)

You'll regret this, Rustyyyyyy...

Scene 5: Celebration

Narrator: The town erupted into cheers!
Let's all give a round of applause for Rusty!

[Sound Effect Prompt: Audience claps and cheers]

Gearleen:
You did it, Rusty!

Buzzer:
It's not the size of the bot in the fight...

Narrator: ...It's the size of the spark in the bot.

Closing

Narrator: And so, Alkali was safe — thanks to one brave little broom-bot.
As the celebration faded, Rusty returned to his sweeping...

[Sound Effect Prompt: Soft, steady broom swishes to close the story]

But maybe... this was only the beginning.

Sound Recap

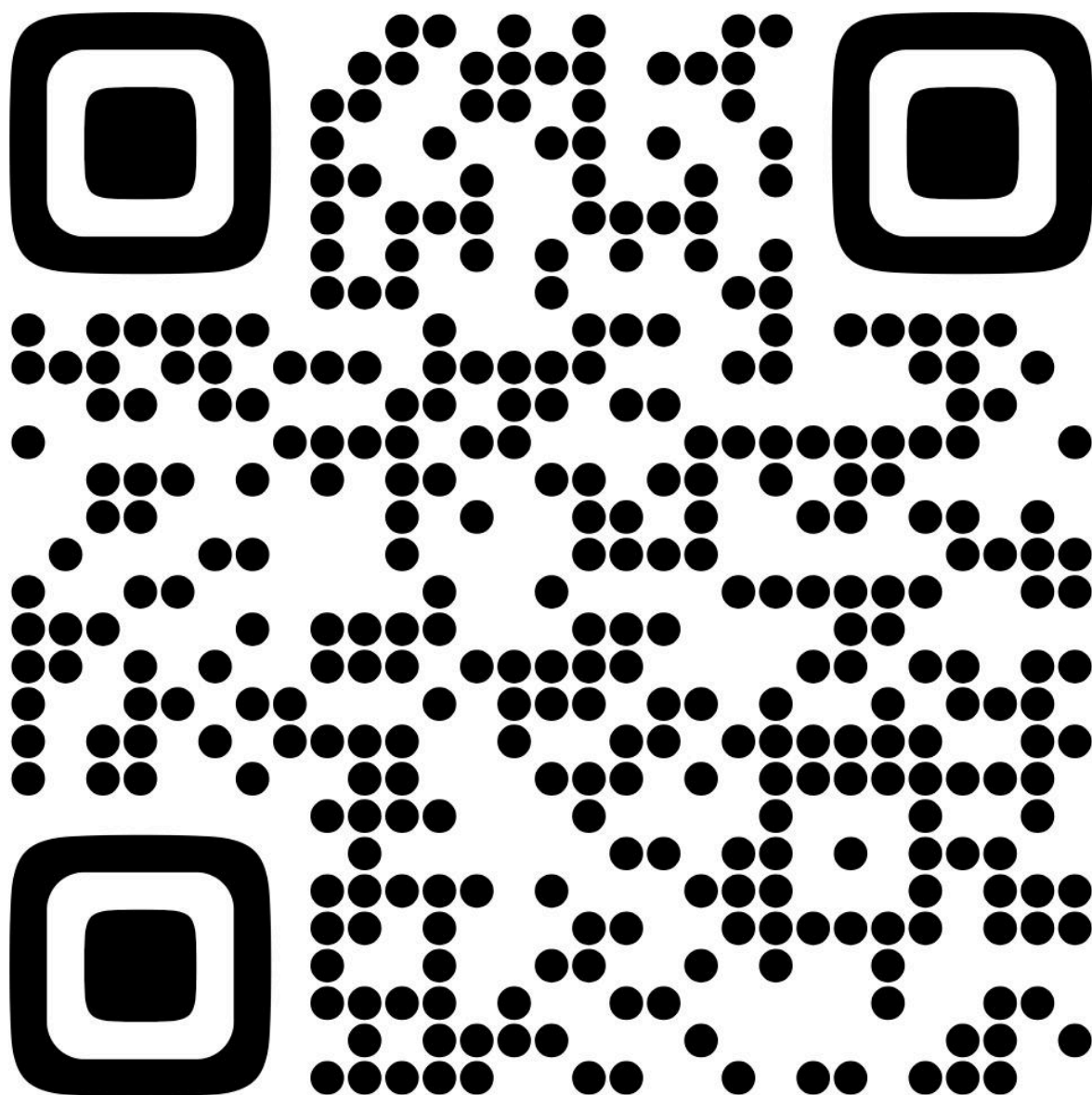
Would you like to practice any of the sounds before we take it from the top?

This version frames the story like a sound journey, giving the audience clear and fun prompts along the way. Would you like help creating a sound effects cheat sheet for performers or writing some music cues for the background?

Props needed:

- Broom - sweeping

- Celery - trees / bones breaking
- Boots - stomping of hooves
- Rubber band - laser shot
- Balloon - laser windup
- Playing card and comb - gear clicking
- Same playing card - for laser deflect
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Introduction

Other people to read

Introduce sound and how we will be using it during the folie

Musicians and actors