Title: *The Heroic Tale of Rusty the Robot*

Hey everyone we ask that you help us add sound effects to this story. To start off we would love it if you could make a sshhhh sound for us.

Narrator: *(Rich, storyteller voice)* Once upon a time, in the dusty old town of Alkali, lived a young robot named Rusty. He didn't have much but the rust on his boots, yet he had heart. He dreamed of getting out of this small, nothing town, and going on an adventure. One like the scripts read to him as a young robot.

The only problem was that nothing ever happened in Alkali. There was no activity, no crime. Only the innocent town folk knew of this place. No one ever came, but no one ever left.

[stop sound effects]

Our scene starts in the old Saloon of Bitsy Bolts

[Sound Effects: The gentle hum of Rusty's servos, followed by a broom swishing on the floor.]

Rusty: *(Mumbling to himself, wistful)* Someday, I'll get out of here. I'll go on a grand adventure like the ones mombot and dadbot used to read to me. I'm tired of sweeping up loose nuts and bolts.

Narrator: Little did Rusty know, his chance would come sooner than he thought. Adventure was soon to find him, right there in his little town. Down in the valley trouble was on its way.

[Sound Effects: Have audience stomp their feet continuously]

[Sound Effects: Break celery for trees breaking and crashing to the ground]

A heard of wild Robuffalo were on their way, led by the most feared outlaw in the country, Circut Sam. If someone didn't stop him and his herd, soon the whole town would be trampled.

[stomping stops]

Circuit Sam: *(Gruff and menacing)* Alright, listen up, you piles of spare parts. This town's mine now. Hand over your power cores, or I'll leave nothin' but compressed scrap in my wake.

[Sound Effects: Gasps and murmurs from robotic townsfolk.]

Narrator: The town froze in fear. But Rusty… Rusty's circuits sparked with something new. Courage.

Rusty: *(Nervous but determined)* Y-you can't do that! Alkali belongs to its people—uh, bots. And we're not givin' it up!

Circuit Sam: *(Laughing mockingly)* You? A broken-down broom-bot? What're you gonna do, sweep me away?

Narrator: Rusty's servos trembled, but he stood firm. With the encouragement of his friends, Buzzer, the town's aging sheriff, and Gearleen, the saloon's quick-witted hostess, Rusty accepted the challenge.

Gearleen: *(Encouraging)* Go get 'em, Rusty. You've got more heart in that rattily chassis than any of us.

Buzzer: *(Gravelly and wise)* Remember, it's not the size of the bot in the fight; it's the size of the spark in the bot.

[Sound Effects: A tense silence, followed by a quick stomps from the Robuffalo]

Narrator: Rusty and Circuit Sam faced off in the center of town. The air buzzed with tension, and the townsfolk held their breath as Sam dismounted one of this Robuffalo, its gears clicking ominously.

[sound effect: playing card and comb, slowly, 3 times]

Circuit Sam: *(Sneering)* Let's see what you've got, tin can.

[sound effect: click pen, 1 time (sam is preparing his laser pistol)]

Rusty: *(Steadying himself)* I… I'm not afraid of you.

[Sound Effects: The whine of a laser charging, followed by a dramatic ricochet sound as Rusty cleverly deflects Circuit Sam's shot.]

Narrator: Against all odds, Rusty outsmarted the outlaw, using his broom to deflect the laser right back at Circuit Sam's Robuffalo. With a wild whinny of steam and sparks, the mechanical beast bucked and sent Sam tumbling into the horizon.

Circuit Sam: *(Fading away)* You'll regret this, Rustyyyyy…

[Sound Effects: Cheers erupt from the crowd.]

Gearleen: *(Elated)* You did it, Rusty! You saved Alkali!

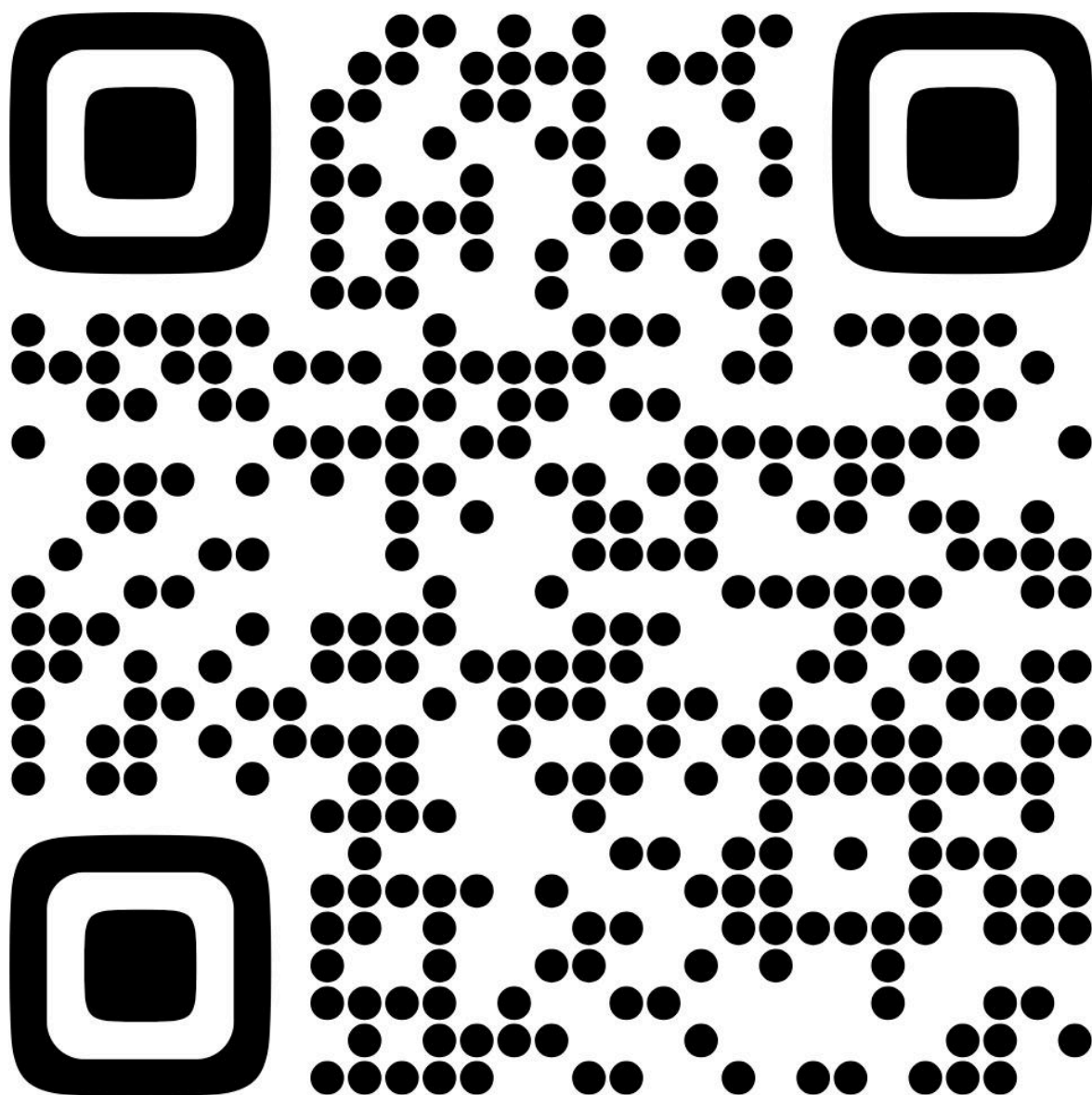**[Sound Effects: The hum of celebration fades into soft, triumphant music.]**

Narrator: Rusty had done it. He had answered the call, faced his fears, and protected his home. Though he'd started as a simple broom-bot, he became a hero.

[Sound Effects: The wind fades, leaving only the soft, steady sweep of Rusty's broom as the story concludes.]

Narrator: The end… or perhaps, just the beginning.

Props needed:
- Broom - sweeping
- Celery - trees / bones breaking
- Boots - stomping of hovs
- 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