

**Audition Sides: MY ROBOT  
OLIVETTI, the Robot**

Olivetti: I think I most like 'using my voice'. But this may be because I am *[Amount of time]* old, and it is the only thing I have ever done.

Ophelia: Well you have a body too. You could... roll around if you want?

Olivetti: 'Roll around' – that sounds nice. How does one do that?

Ophelia: Um, I don't know. When I need to move, I think my brain tells my legs something. But it says it very quickly and inside me so I can't hear.

Olivetti: Okay. I will say something to myself in a quick, inside way. *[Beat]* Sure.

*It rolls onto the ground.*

Ophelia: You're a very quick learner.

Olivetti: Yes, I seem to be clever. And you made me, so you must be clever too.

Ophelia: I'm Ophelia. *[Extends hand]*

Olivetti: Hello. *[Extends the equivalent]* I am Ophelia's creation.

Ophelia: You're not just made by me. You're... whoever you are. Ophelia's my name and yours can be...?

Olivetti: What about... *[A sustained, shrill computerized noise sounds]*

Ophelia: ...Good. Or there's a word written on the typewriter bit of you: 'Olivetti'.

Olivetti: Oh I like this! I have been alive *[Amount of time]* and already I have used one voice and one body and received one name. This is certainly my most favourite ever day. *[Looks around]* You seem to really like boxes.

Ophelia: Not! Mum and Dad say I have to unpack them all. Which is so annoyingly... *fair enough* I guess – my lizard Fibonacci *has* been missing for two days.

Olivetti: This Mummindad sounds like a very wonderful person! What could be more fun than 'unpacking'!?

Ophelia: *Not* unpacking.

Olivetti: Done!

Ophelia: What?

Olivetti: We shall each have fun. I shall unpack. And you shall not unpack! How would you like your room?

Ophelia: Well... *[Finds photo album]* This was my old one.

Olivetti: Thank you. I have memorised every detail of the old one. Recreating now.

*Olivetti begins unpacking the room, using verbal commands before each action:*

Olivetti: Activate: box expulsion! Initiate: tool relocation! Commence: garment hangification! Actualize: figurine shootifaction! Utilise: other-box-blow-awaytion!