

THE SHERIFF

by

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(A 30 minute dystopian action film)

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FADE IN:

INT. THE SHERIFF'S HOUSE, BATHROOM - NIGHT

Loud music plays over the sound of streaming water splashing against a wet bathroom wall as hard jets of steaming water spray out of a stylized shower head.

A futuristic computer interface hangs on a foggy bathroom surface. Depicting the sun in space, slowly dawning over the face of a brown earth. A large digital clock blinks over the display, showing time, date and weather conditions.

- 19:48 -

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CLIMATE: TEMPERATE

Water streams down on the head of THE SHERIFF, an athletically built adult woman, sitting down in the corner of a minimalistic shower cell, her face resting on her knees.

Her arms and legs seem human, yet they are made out of a synthetic transparent material. Underneath, they reveal biomechanical enhancements around the joints, shoulders, elbows, hands and fingers.

The bathroom is clinic, white and minimalistic. The gloomy silhouette of the Sheriff is slumped behind the glass door of the shower cell.

Then, fading in over the clock interface monitor on the wall, a prompt message blinks in:

RECEIVING CALL FROM: CITY PEACEKEEPERS . . .

[ANSWER] / [IGNORE]

The dots at the back of the message blink in and out. The volume of the loud music fades down, as a well spoken COMPUTER VOICE announces the message.

COMPUTER VOICE
RECEIVING. CALL- FROM: CITY
PEACEKEEPERS.

The Sheriff doesn't move. She remains slumped down inside her cell.

The Sheriff digs her head deeper in between her knees.

COMPUTER VOICE (CONT'D)
RECEIVING. CALL- FROM: CITY
PEACEKEEPERS.

The Sheriff doesn't move. She remains slumped down inside her cell.

COMPUTER VOICE (CONT'D)
RECEIVING. CALL- FROM: CITY
PEACEKEEPERS.

The Sheriff still doesn't bud.

COMPUTER VOICE (CONT'D)
CALL IGNORED.

The music regains its original loud volume. The call message displayed on the wall promptly changes into a different one:

YOU HAVE (7) MISSED CALLS.

The message stays there for a short while, before fading away into the animated background of the space interface. All the while, the Sheriff remains squatted in her foggy shower cell.

FADE OUT.

EXT. CITY - NIGHT

The white spires of a magnificent futuristic city stand tall against the dark night sky, glowing with a radiant light. Lush, green plants, dangle loosely from the balcony rooftops of the many pearly, white flats of the city.

At the centre, several glass-paned skyscrapers dwarf the white towers of the city. Inside, they contain all sorts of plants, neatly stacked out amongst each-other in the countless many floors.

EXT. DESERT LAND - NIGHT

The white city stands bordered on the ocean, of a harsh dry dessert. The fierce ocean winds, blow gusts of sand across the barren surface, shaking the dry bushes and hard shrubberies that dot the otherwise unforgiving landscape.

INT. THE SHERIFF'S HOUSE, LIVINGROOM - NIGHT

In a dark room, THE SHERIFF stands silhouetted in front of a large glass wall, silently looking out to a towering greenhouse slowly sipping from a faint blue, neon-light drinking-cup in her hand. A towel is wrapped around her still wet body

EXT. CITY - NIGHT

Beyond the windows of the sky-scraping greenhouse, a robotic machine scans across endless rows of vegetable plants and showers them with clean water.

INT. GREENHOUSE, FIELDS - NIGHT

Inside the greenhouse, a lush, red tomato, is glistening with beads of fresh water. It is hanging from one of countless many genetically modified tomato plants.

Robotic arms effectively move among the tomato plants. Plucking the tomatoes and placing them in central gathering machines.

Outside beyond the crops, many rooms of the white flats are glowing with a pleasant, white bloom except for one. Barely visible beyond the glass panes of the greenhouse, THE SHERIFF's silhouette is standing inside her dark room, sipping from her neon drinking cup.

INT. GREENHOUSE, SORTING MACHINE - NIGHT

Elsewhere, the tomatoes are automatically being sorted by a mechanical process. The tomatoes are grown in neat formations that compliment the mechanical process of the machine.

They end up being perfectly stacked inside a transparent container. Container, after container, after container...

INT. GREENHOUSE, STORAGE - NIGHT

A robotic arm moves over a container and picks it up. Drawing back in and places it on a roundabout conveyor belt. Other robotic arms are mechanically moving countless many containers inside a tall cylindrical storage system.

INT. THE SHERIFF'S HOUSE, LIVINGROOM - NIGHT

THE SHERIFF is holding her drinking cup with both hands. Outside, the greenhouses are running their endless processes.

As she lifts her hands to take a sip, a small part of her face is illuminated by the dim, neon glow of the cup. Her blank eyes are reflected in the dark window, revealing a Quick Response code (Q.R.) on her retinas.

The Sheriff walks away from the window into the dark room. Clothes lie scattered across the scarcely decorated space.

She places the cup on a large transparent table surface, where a neat, square light, appears underneath the glowing cup.

On the other end of the table, a wireless docking station is recharging a pair of Cybernetic Glasses. Next to it, the glass table surface displays a small interface, detailing that the battery is fully charged.

The Sheriff walks up to the docking station and places her hand on the device and tapping it with her fingers. As a direct response, the arc-shaped glasses light up.

She picks up the glasses, puts them on her face and covers her blank eyes.

FADE TO:

INT. USER INTERFACE, SHERIFF

A Digital User Interface fades into view, showing the exact same background animation as on the bathroom wall. This time, the scenery has a 3D field of depth to it. A blue dot moves naturally across the UI, imitating the movement of an eye tracing cursor, when a message fades into view:

COMPUTER VOICE (V.O.)
AUTHENTICATING . . .

A positive beep is heard and the message turns into a confirmation.

COMPUTER VOICE (V.O.)
AUTHENTICATION COMPLETE!
WELCOME BACK.

The message disappears into the background, the desktop is booted and several minimalistic designed icons fade into view. At the top right, another message reads:

YOU HAVE (7) MISSED CALLS.

The cursor moves up to the message and enhances it revealing a list of the missed calls. They are all done once a day at the same time by the same caller: The City Peacekeepers.

Next to the list, several options fade into view: [Call Back], [Ignore], [Archive], [Delete], [Delete All]. The cursor moves rather directly towards the last option, hovers over it for a moment, but chooses to select [Ignore] in the end.

CUT TO:

INT. THE SHERIFF'S HOUSE, LIVINGROOM - NIGHT

The SHERIFF is standing completely still next to the glass table. Every now and again, she shifts her head slightly to the left, or to the right.

Suddenly, she jerks around in alarm.

She turned to face the door at the end of the room...

CUT TO:

INT. USER INTERFACE, SHERIFF

The animated background fades away revealing the living room from the Sheriffs first person perspective. A message in the interface reads:

CALL AT FRONT DOOR: CITY PEACEKEEPERS . . .

[ANSWER] / [IGNORE]

The eye-cursor is focused on the location of the door, --

It shifts to [IGNORE].

And selects it.

CUT TO:

INT. THE SHERIFF'S HOUSE, LIVINGROOM - NIGHT

The Sheriff rubs her neck, looking around her messy room. She looks to a pile of clothes on the floor, kneels down and grabs a large sweatshirt with a hood.

She unwraps her towel and throws the sweatshirt over her head, clumsily trying to get herself dressed, when --

She rises to her full height looking up in alarm.

Her fist is balled-up and trembling.

The Sheriff bites down on her lip and sighs.

CUT TO:

INT. USER INTERFACE, SHERIFF

A message in the interface reads:

CALL AT FRONT DOOR: CITY PEACEKEEPERS . . .

[ANSWER] / [IGNORE]

The cursor chooses to answer.

A video-frame hovers into view, depicting a FRIENDLY POLICE WOMAN with brightly colored hair, wearing a small headset. Her profile seems to be moving, as if she is walking.

THE SHERIFF

What do you want?

FRIENDLY POLICE WOMAN

Good evening madam. I am delighted to discover that you are well. We have been trying to contact you for a couple of days and were awfully worried about your wellbeing. Especially so, since you failed to reach back to us.

While the Friendly Police Woman is talking, the Sheriff's eye-cursor moves to the door. It opens a list of functions: one of them being [Front Door Camera]. Activating this function, a second window opens up in the interface, showing two ROBOTIC HUMANOIDS standing outside in a brightly lit hallway.

INT. THE SHERIFF'S HOUSE, LIVINGROOM - NIGHT

Back in her dark room, the Sheriff smirks to herself.

THE SHERIFF

Worried? There are two enforcers at my front door officer. What are you worried about exactly?

CUT TO:

INT. USER INTERFACE, SHERIFF

The eye cursor rapidly navigates across the room towards a stylized cabinet.

Passing over it, the cursor immediately lists all contents, including a handgun. Inspecting this item, reveals it is fully loaded.

All the while, in the window next to it, the Friendly Police Woman retains her gentle smile.

FRIENDLY POLICE WOMAN
(Talking during action.)
Indeed, my apologies if our
Peacekeeper Agents arouse any alarm
madam, but I have come to discuss
urgent matters concerning your
water usage.

INT. PEACEKEEPERS OFFICE, OPERATING ROOM - NIGHT

In a big brightly lit hall, rows of policewoman in uniform slowly walk over treadmills, looking at, or even interacting with big monitors in front of them. The Friendly Police Woman walks among them.

Her screen is dotted with several windows detailing various types of information about The Sheriff.

FRIENDLY POLICE WOMAN
I am sorry to bring you this news
to miss, but our monitors indicate
that you have not contributed any
new water to the system for over a
week. Yet you still continue to use
large quantities of water on a
daily basis.

The monitor of the Friendly Police Woman lists all water transactions by day. The Sheriff's face is projected in another window, a red warning label is displayed under her private information, stating:

!! WARNING !!

"Known for Uncontrolled Impulses of Aggressive Behavior."

FRIENDLY POLICE WOMAN (CONT'D)
And I am afraid that you have far
exceeded beyond the usual allowed
standards. If only we could have
contacted you sooner, --

THE SHERIFF (O.S.)
What are you getting at?

FRIENDLY POLICE WOMAN

That you are using more water than
you are contributing madam.

INT. THE SHERIFF'S HOUSE, LIVINGROOM - NIGHT

In her dark room, The Sheriff firmly stands her ground.

THE SHERIFF

What I do with my water is none of
your damn business. Besides, you
can't force me to do anything, I've
got privileges. Check 'em next time
before you come bothering me.

INT. PEACEKEEPER OFFICE, OPERATING ROOM - NIGHT

The monitor of the Friendly Police Officer has a window open,
listing a long string of "system privileges". A "subject
emotion warning monitor" on The Sheriff's indicates rising
statistics.

FRIENDLY POLICE WOMAN

We are well aware of your
privileges madam. But I'm afraid
that they do not discount your
obligation to comply to standard
water regulations.

INT. THE SHERIFF'S HOUSE, LIVINGROOM - NIGHT

The Sheriff scoffs and slowly walks towards the cabinet next
to the door, opens the drawer and takes out the handgun.

THE SHERIFF

Too bad. Your superiors answers to
mine. If you want anything from me,
then you've got to get it from
higher up. Now fuck off.

INT. PEACEKEEPER OFFICE, OPERATING ROOM - NIGHT

The Friendly Police Woman is taken aback by The Sheriff's
rude reaction. A strict OFFICER WOMAN holding a tablet
computer looks over the shoulder of the Friendly Police
Woman.

The Friendly Police Woman and her Officer exchange glances.

She fixes her smile and opens a test document on her monitor.

FRIENDLY POLICE WOMAN

Miss, I wish to ask you not to use such an aggressive tone. I am only here to negotiate your options with you. If you fail to cooperate than I simply cannot guarantee protection from any harsh penalties.

INT. THE SHERIFF'S HOUSE, LIVINGROOM

The Sheriff flexes her fingers as she looks out to the door.

THE SHERIFF

Like what? You can't arrest me without a warrant and your department can't get one on me.

INT. HALLWAY - NIGHT

The two humanoid looking drones are standing outside of a door. They display a badge on their chest, saying "PEACEKEEPER UNIT" and a serial number.

FRIENDLY POLICE WOMAN (O.S.)

You are correct madam. However, it is my unpleasant duty to inform you that the City Water Management Council has decided to sanction your daily water access to an absolute minimum, should you fail to comply to the regulations.

INT. THE SHERIFF'S HOUSE, LIVINGROOM

The Sheriff rapidly smashes her fist against the cabinet, crushing it under the supernatural force of her blows.

THE SHERIFF

Those fuckers! How dare they?

...

!! THIS IS A SCRIPT SAMPLE!!

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