

Title  
Age of Empires 2  
Defend the Wall

written by  
Jeremy Sherman

Author  
Jeremy Sherman

Address  
Phone  
E-mail

EXT. GRASSY AREA - DAY

BOWMAN is standing behind a stone wall holding a bow.  
SERGEANT walks up to him.

SERGEANT  
What are you doing?

BOWMAN  
I'm doing exactly what I was told  
to do.

SERGEANT  
No, no you're not. You were told to  
guard the wall.

Sergeant gestures toward the wall.

BOWMAN  
And that's what I'm doing; guarding  
the wall.

SERGEANT  
Then why are you standing down  
here?

BOWMAN  
What do you mean?

SERGEANT  
Why aren't you on the wall?

There is a moments pause as Bowman looks at Sergeant.

BOWMAN  
I don't follow.

SERGEANT  
The whole point of that wall right  
there,  
(Sergeant gestures tot he  
wall again.)  
Is so that you can stand up there  
and better shoot at enemies.

BOWMAN  
But why not stand here and shoot  
them?

SERGEANT  
You can't see them from here, the  
wall blocks your view.

BOWMAN

That's funny, it's never been a problem before.

SERGEANT

It's never been a problem that you couldn't see who you were shooting at?

BOWMAN

No.

SERGEANT

Have you actually shot at anyone yet?

A brief pause.

BOWMAN

No. No enemies have come near here yet.

SERGEANT

And how would you know that if you couldn't see them?

BOWMAN

I...

SERGEANT

Get up on the wall.

BOWMAN

Okay.

Bowman does not move.

SERGEANT

Why aren't you moving?

BOWMAN

I don't know how to get on the wall.

SERGEANT

Aren't there stairs or anything?

BOWMAN

No, I don't think this wall was designed to go on.

SERGEANT

Who built it!?

BOWMAN

I don't know, some generic looking builder. Actually he might have been a farmer, it's basically the same thing.

SERGEANT

No, builders and farmers are not the same thing.

BOWMAN

Are you sure? Don't builders become farmers when they build farms?

SERGEANT

Do they? That doesn't make any sense. Then again, that would explain the poor design of this wall. Well, if you can't get on the wall, at least go on the tower.

BOWMAN

We don't have any towers.

SERGEANT

Then what are those large tower constructions at the corners?

Sergeant points to towers at the corner of the wall.

BOWMAN

I'm gonna be honest, I don't know, but you definitely can't go in those. I think towers are actually built separate from walls.

SERGEANT

Something needs to be done about that.

BOWMAN

Well, maybe you can get one of the farmers to do something about it.

SERGEANT

I think that's part of the problem. If we're using the same people for everything, it's no wonder nothing works quite right.

BOWMAN

That would explain why the barracks is inaccessible.

## SERGEANT

I'm going to go look for the king,  
or whoever is in charge, and see if  
something can be done to fix-

(Sergeant pauses.)

Everything.

Sergeant walks away and Bowman turns toward the wall in a sentry position. A moment passes, then Bowman suddenly nocks an arrow and fires it over the wall. The camera cuts to the other side of the wall and the arrow falls through the sky and hits an enemy soldier approaching the wall.