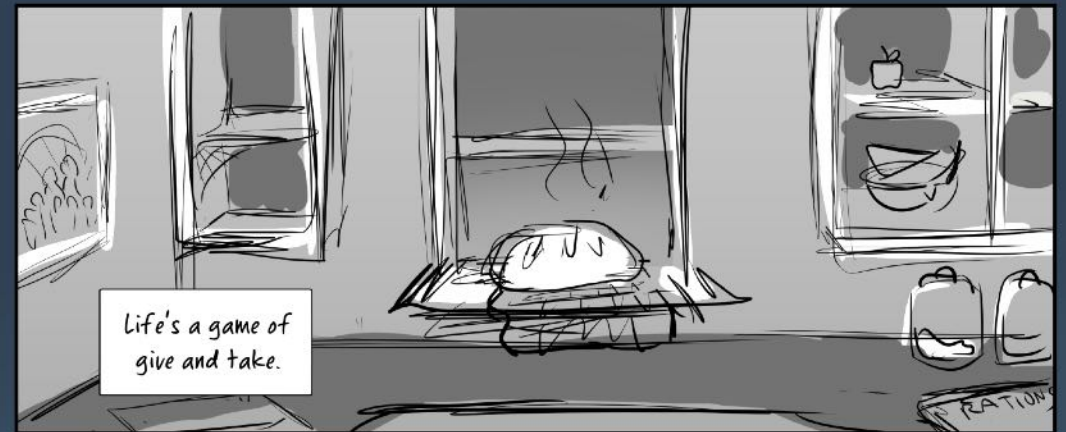
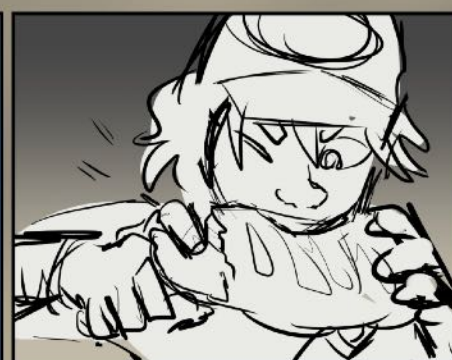
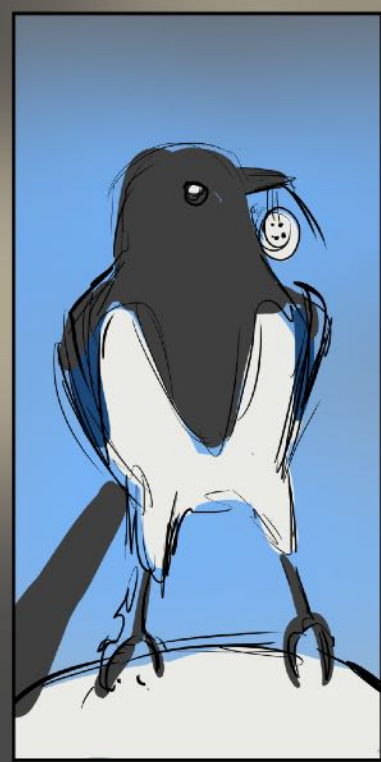


The boy was a thief ...

... partly because it was his nature to take, partly because the only way for a kid without parents or brothers or sisters to survive was to take. No one knew his name, but everyone knew he was a thief and hated him for it. They worked hard for what little they had and what they had wasn't enough. There was never enough.

-- Opening words of Jim Foster's original script





Good luck out there tonight.

From one thief to another, eh?



Did you hear that haunted ship is passing by tonight?



Don't speak of it, it frightens me!



They say phantoms come out from it to whisk you away, never to be seen again!



Some say it's a slaver, but Scotty said he saw one dragging away a bloody corpse.

AYE! A phantom in red, scarred up and down, limping away with it...







Gotcha, little PUNK!

WAIT NO! THWACK SHUT UP! PLEASE MERCY!
NO! TAKE IT LIKE A MAN
THWACK THERE IS NO MERCY FOR THIEVES!
THWACK



All right fellas,

What fate should we give this scum?



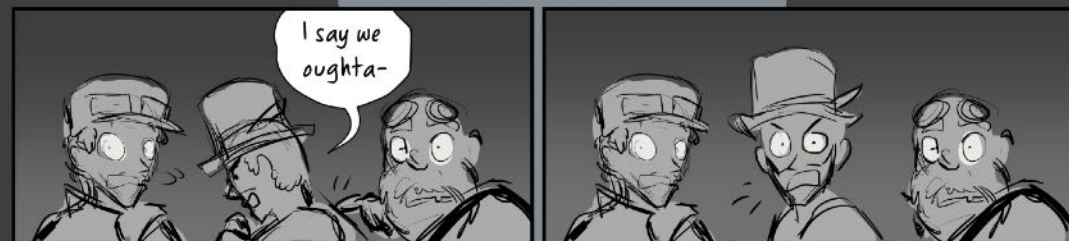
I bet he's a capable soldier...

Let's ship him off to the frontlines.

Capable?

He ain't even capable of proper THEFT.

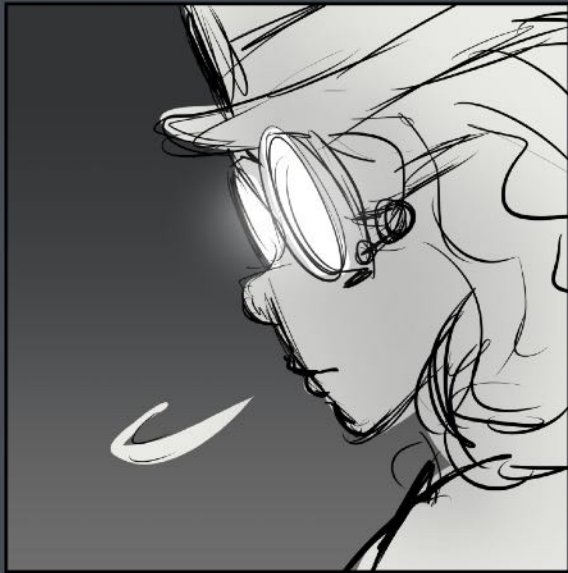
Worthless no-name.

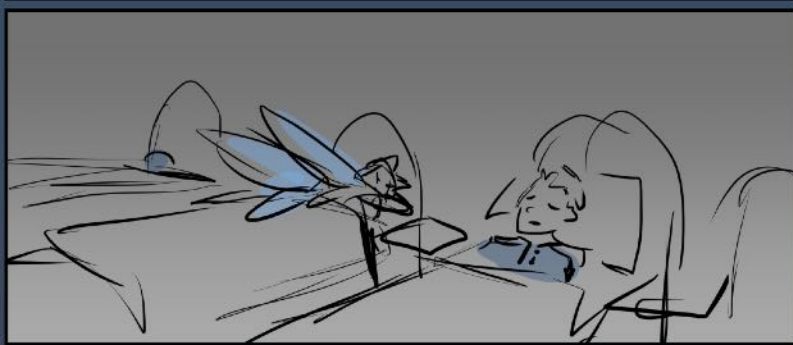
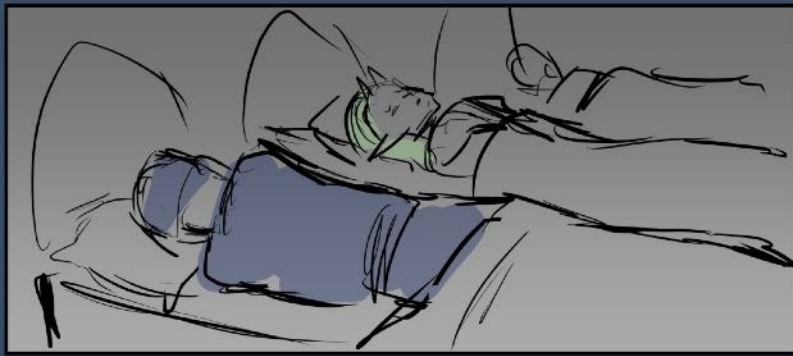


I say we oughta-



R-RUN FOR IT!!!





Am I...



DEAD?



No, but you were sure playing the part this week.



Who-
W-What
are you?

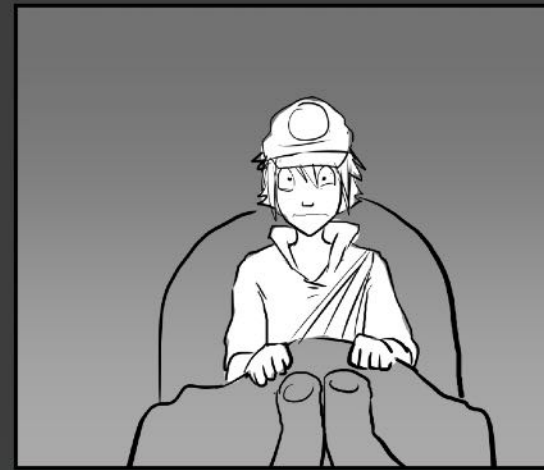
Name's
Al.



And I
fixed your
boots.



We'll chat
tomorrow.



AH WE'RE
UNDER FIRE!
THEY WON'T TAKE
US ALIVE!!



Whoa,
dude!



Hey hey,
at ease!



It's okay.

You're safe,
it's just a
nightmare!



Yeah.
Just one...
really weird...
realistic...



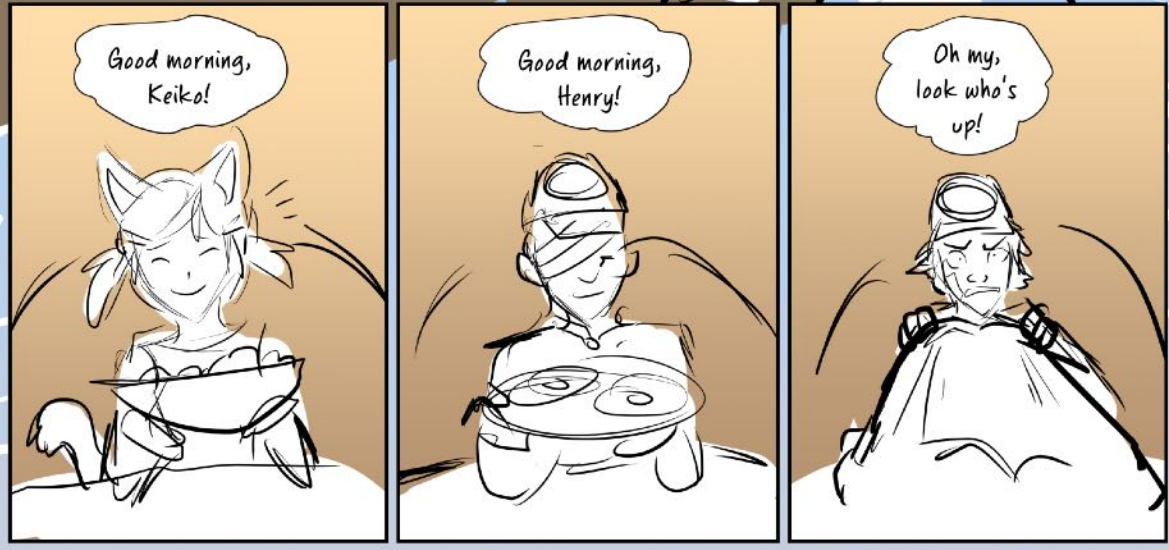
Nightmare.



And we'll
wake up very
soon.



Good morning,
everyone!
Breakfast
time!



Good morning,
Keiko!

Good morning,
Henry!

Oh my,
look who's
up!



I'm Captain Max.
I brought you
here.

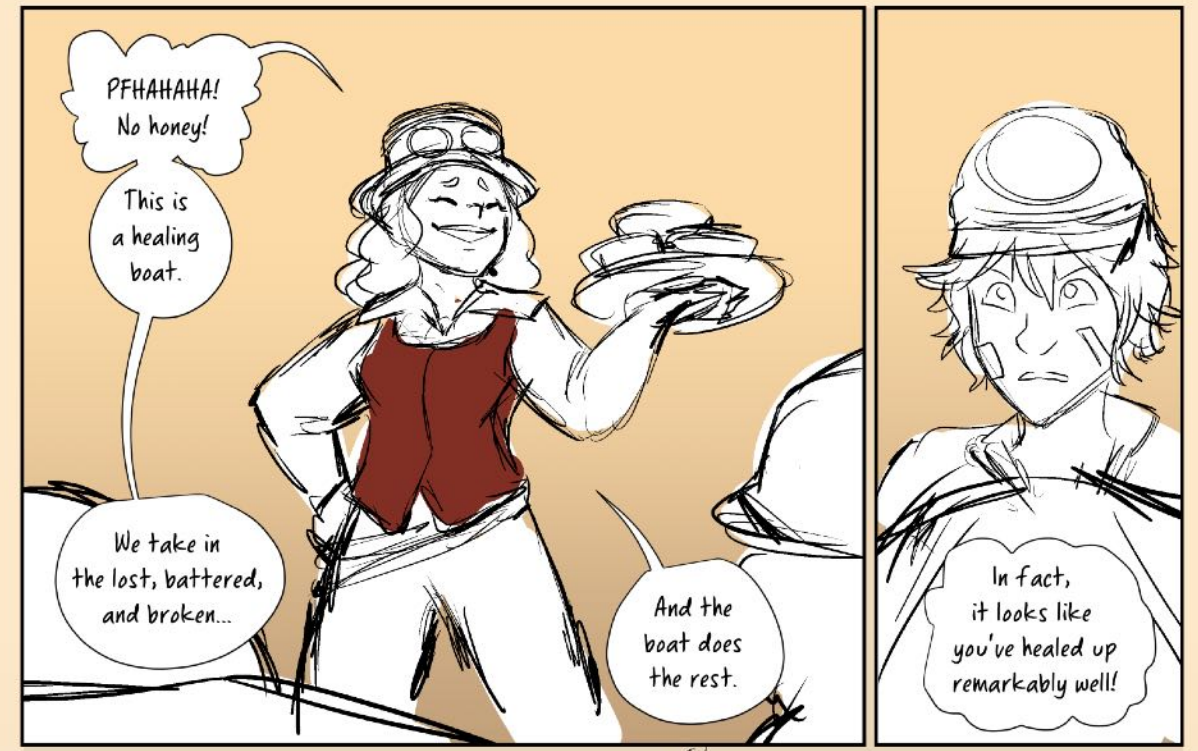
What's your
name?



Don't got
one.

Never had
one.

...Is this
a slave
boat?



PFHAHAHA!
No honey!

This is
a healing
boat.

We take in
the lost, battered,
and broken...

And the
boat does
the rest.

In fact,
it looks like
you've healed up
remarkably well!



Am I free
to leave?

I'm not going to
sprout wings or a
tail, am I?



Huh? Oh!
Oh my,

You've never
been outside your
city, have you?



N-No,
I haven't.



Well then, you're in for a treat!

The world is full of all sorts of people, and we stop at all the cities.



While we have our peculiarities, and we're all carrying different wounds...



I feel like here, we're united by our brokenness and by our healing.



Ah sorry, I'm prattling on.



You don't have to stay...

But we are a bit short-staffed, and could sure use another set of hands.

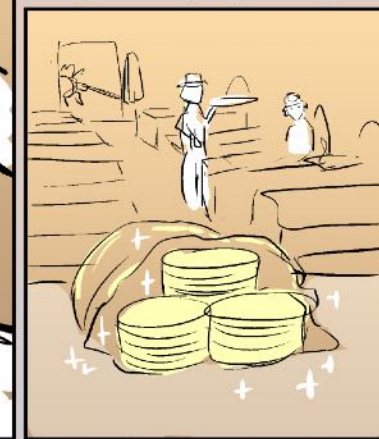
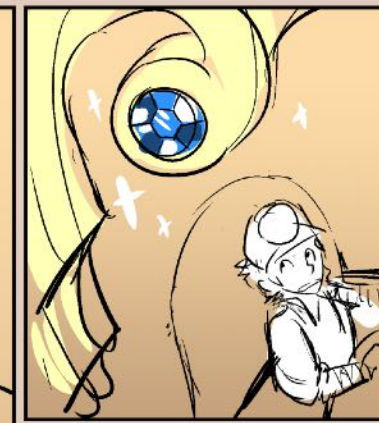
If you're willing and able, that is.



What do you think?



Ehhh Well, I... uh...



Uh, sure! I guess I can stick around a bit!



Oh, thank you so much!

You're amazing!

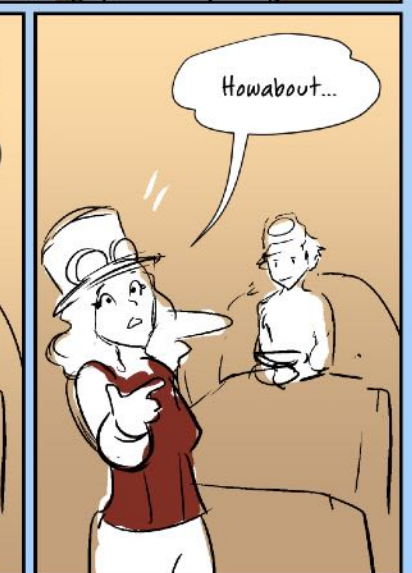
Hey Al, grab a crew vest!



But first things first, let's figure out what to call you.



That's okay. I've made it this far without a name, and-



Howabout...

Hagen.



Hagen?



But isn't that-



Shush All! ...It's just a name that means a lot to me!



Besides, we can't keep calling you "coma kid"!

Welcome to the crew, Hagen!

SIGH



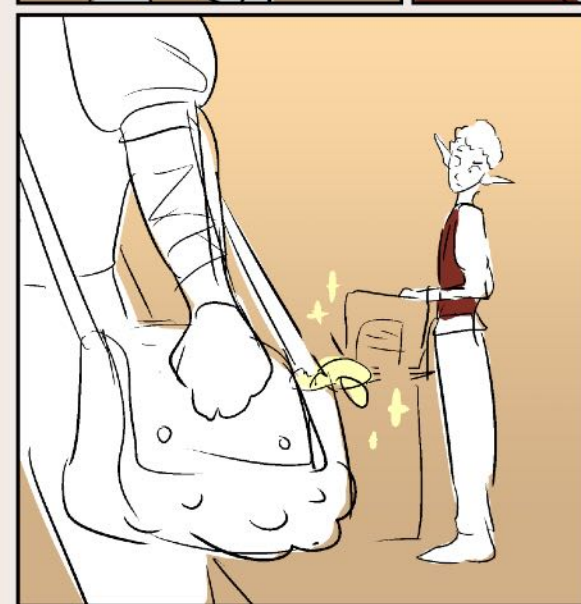
C'mon. Take this. I'll show you the ropes.

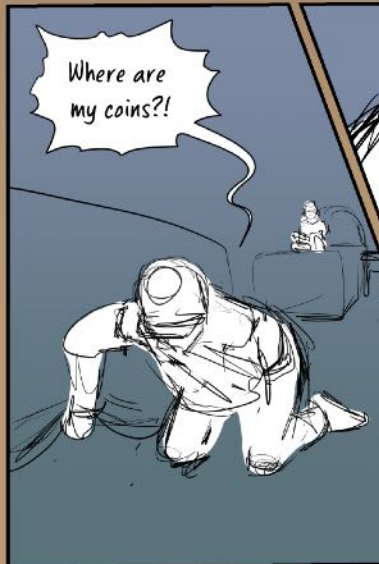


Nice job today, kid. You really have a knack for this.

You're probably well enough to go on our next rescue walk.

Rescue walk?





Where are my coins?!



I need them for medicine for my son!



If I don't find them by our second stop tomorrow...



!..!



Hagen, that bell means we're docked!

Step lively, we don't have long.



Oh good, you made it, Hagen!



Ready for your first rescue walk?

I... I think so...



Great! Let's go over our objectives.



Find anyone sick, injured, or abandoned, and invite them on board.

If they are unconscious or in danger, bring them on board too.

Better safe than sorry.

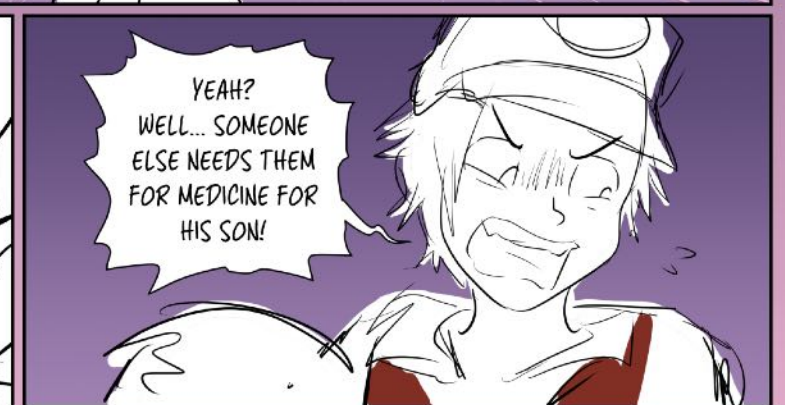


All clear?

Aye aye, captain!



Good. Meet back here in 1 hour.





This is a bad fever. Better take them both back to the ship... quickly.



How do I know you're not trying to trick us?



Why would we want to trick-



We won't force you to come with us, but if you do... we can help.

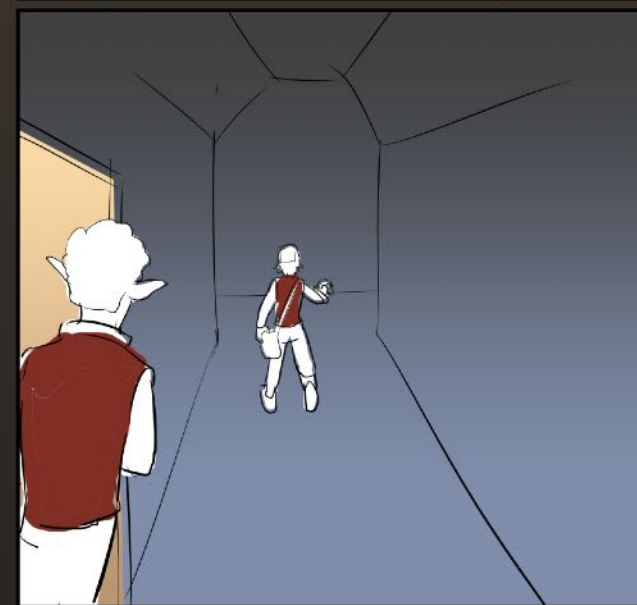
You don't have to face this alone.



It's a good thing you guys got her here in time.

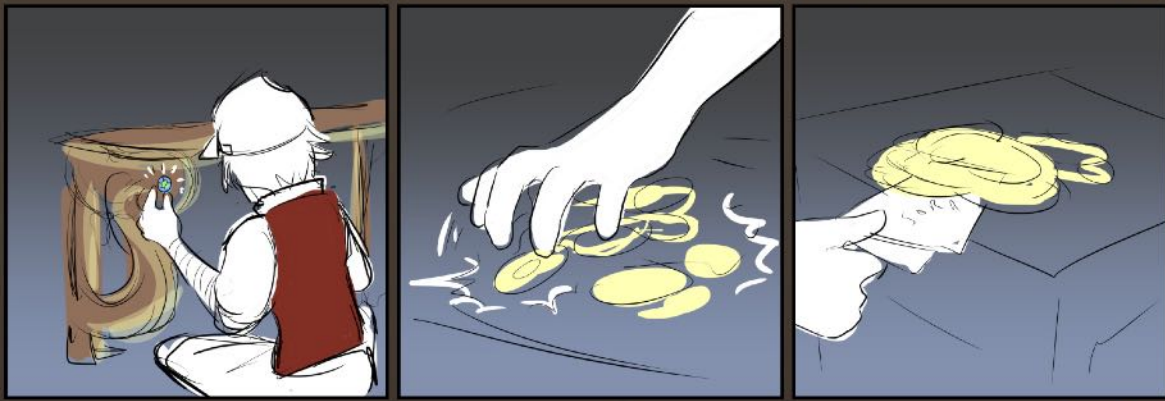
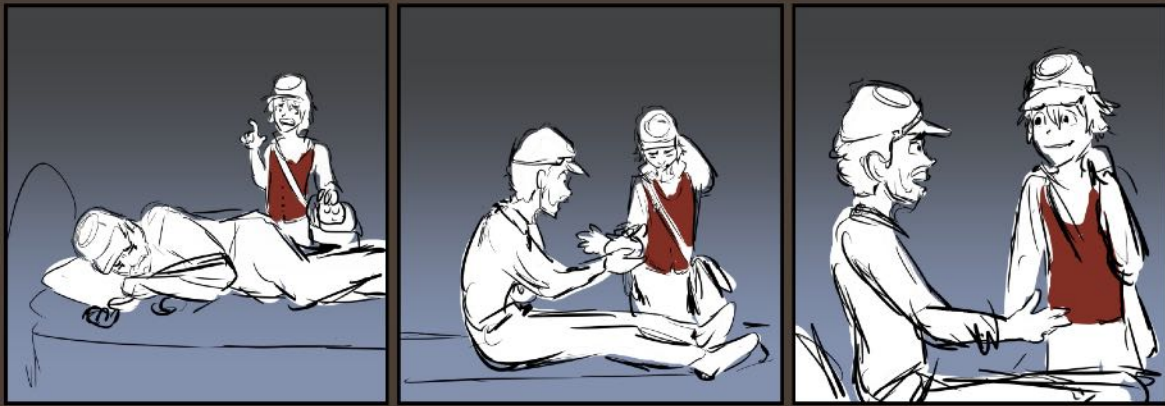


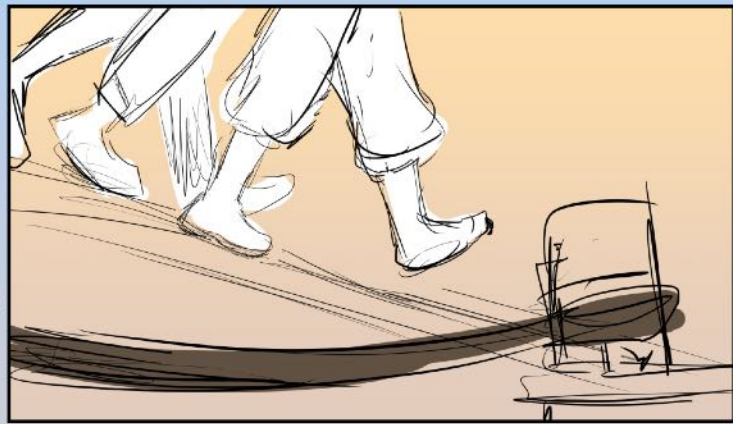
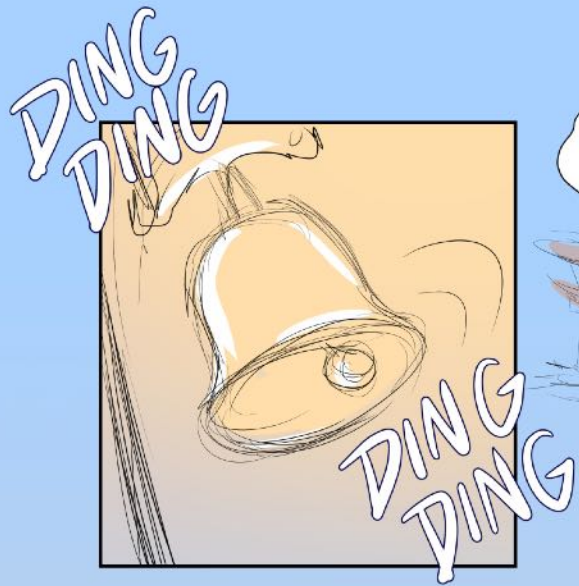
Without treatment, she might not have made the night.

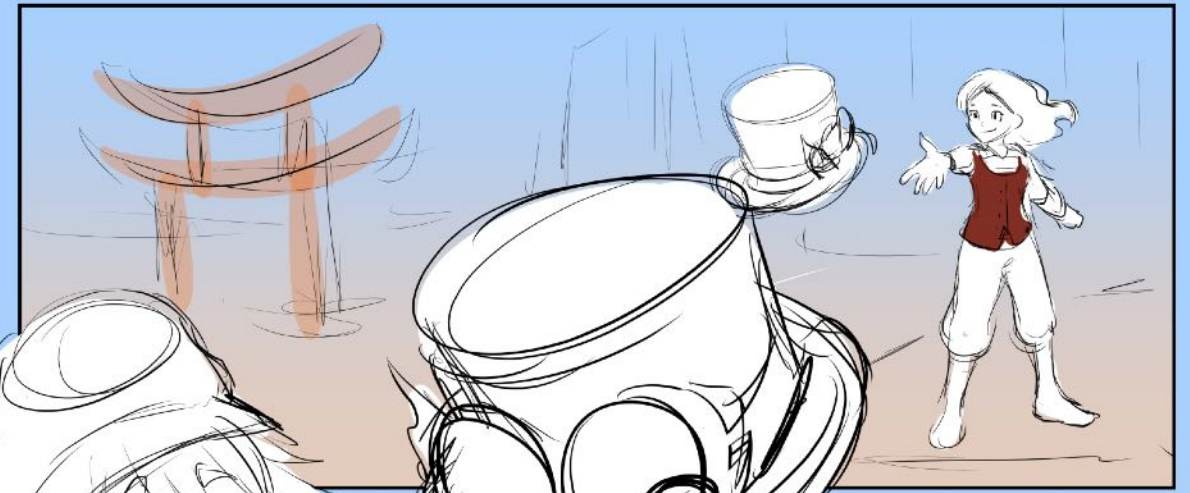
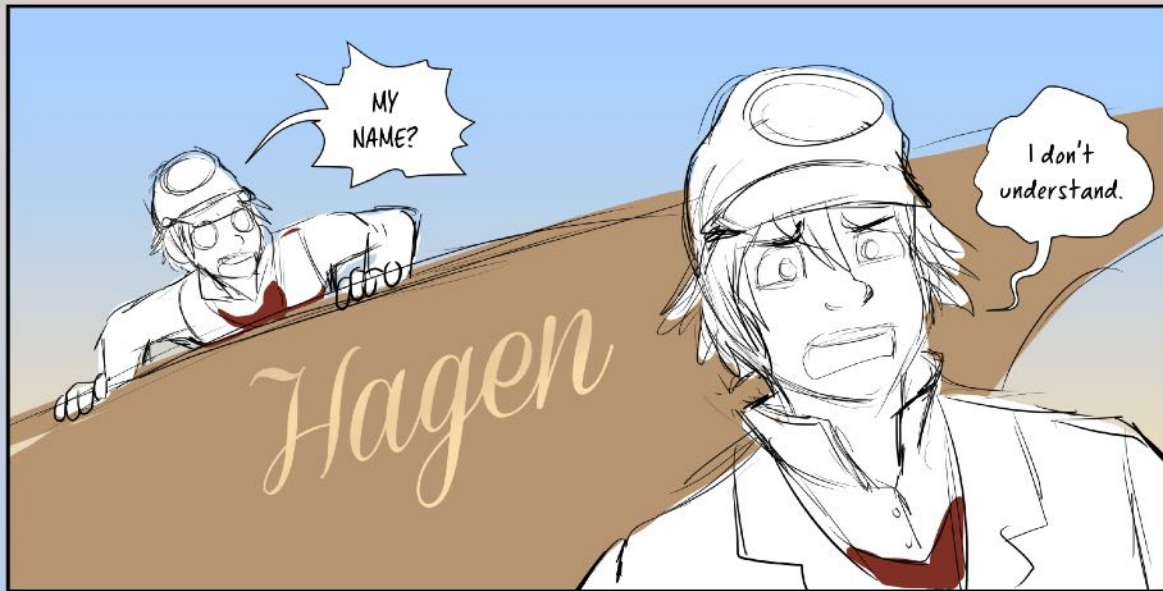


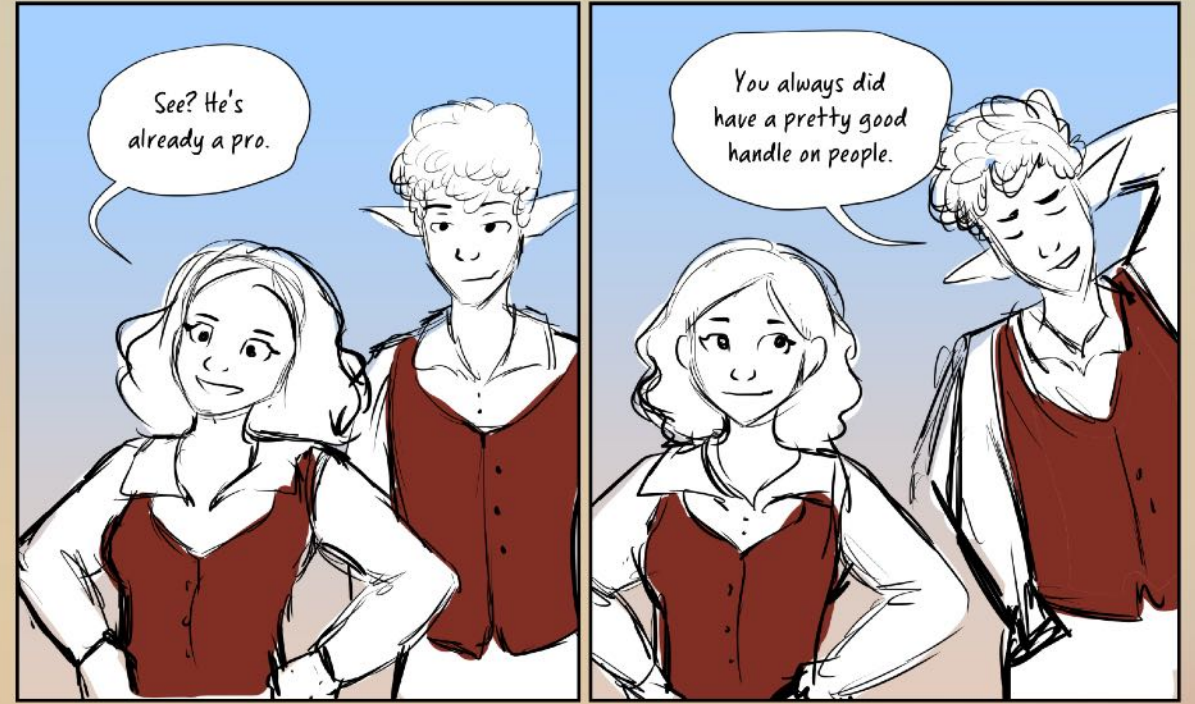
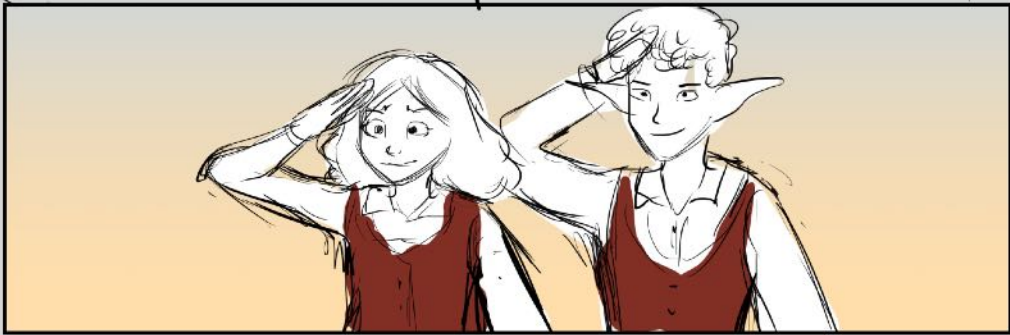
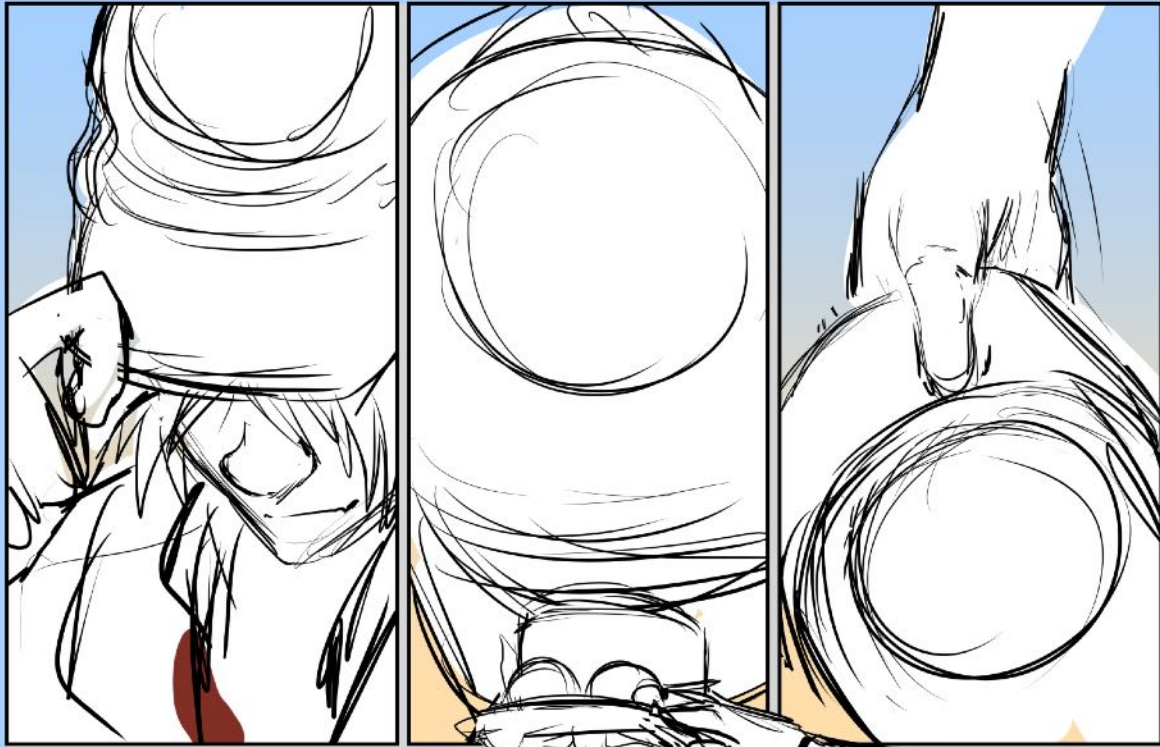
Is he... really getting another haul?

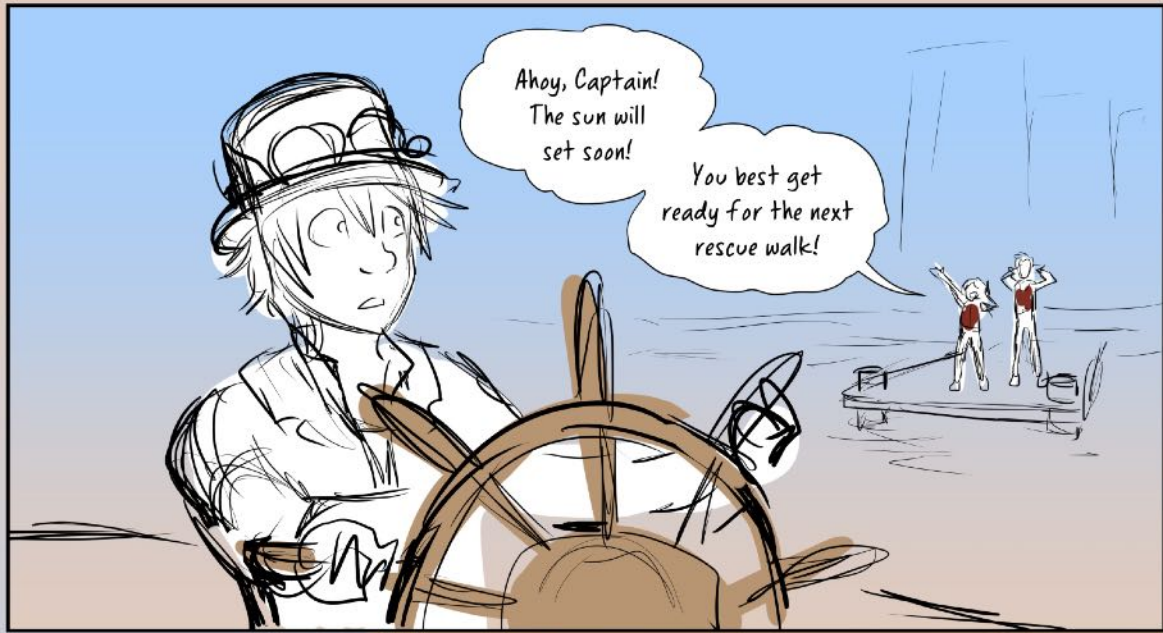
AI? What's the matter?











Ahoy, Captain!
The sun will
set soon!

You best get
ready for the next
rescue walk!



I...
Uh...



All remaining crew!
Be ready, we'll be
docking at the next
city in fifteen!

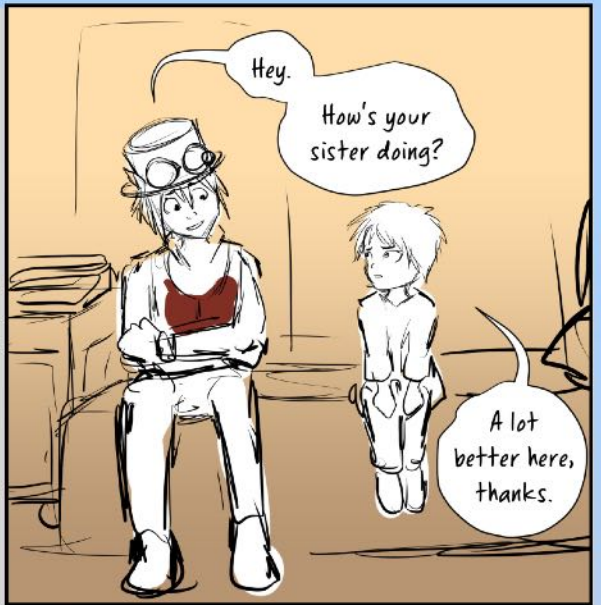
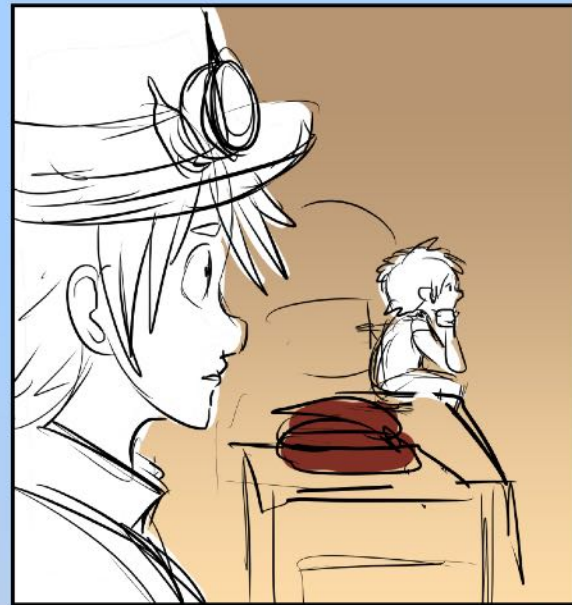


Right!



Everyone else,
I promise to be
at your service
from now on!

Let me know
if you need
anything!



Hey.
How's your
sister doing?

A lot
better here,
thanks.



You wanna
come with us
tonight?

We sure could
use the help.



We've got
lots of space,
so make sure
no one gets left
behind!



It's true
what they
say.

Life's a game
of give and take.

But it turns
out...

If you want to
come out on top...

It's far better
to give.

Hagen watches the crew ...

... on the dock shrink in the distance, an odd look on his face. He then hears a woman on a cot beside the bridge groan in pain. Without thinking, he turns to her, dampens a cloth in warm water, bends down, and begins to gently wash her forehead. He then turns to a kid standing nearby watching him, sullen, stand-offish, arm in a sling, and offers him the washcloth for the woman's forehead ...

-- Closing words of Jim Foster's original script