

INT. THE RUSTY RIVET - NIGHT

A ramshackle bar on the outskirts of the city of Balthex.  
Planet: Jevvik.

WEX wipes down the bar as patrons slowly funnel out the door.

KELL  
Alright, let's keep it moving!

PATRON 1  
(slurring)  
Thanks, Kell!

KELL  
(shouting)  
Hey, you still owe me 15 credits!  
I didn't forget.

PATRON 2  
She won't forgive, either.

KELL  
Yeah, yeah, okay. Hilarious.  
Goodnight!

The door slams shut. KELL sighs and rolls her shoulders. She begins gathering stray glasses on the bar. She pauses, then reaches into her back pocket and pulls out a small square device: a holo-optica. She runs her hand over it in a fluid motion, and a static holograph of SIRA, a young woman, emits. KELL places the device on the bar, staring at the hologram.

KELL recalls a memory.

SIRA (V.O.)  
Hey, pretty lady. Just the usual.  
(giggles)  
How was that? Did I sound  
mysterious?

KELL smiles and places a blue drink in front of the hologram.

KELL  
It's on the house. Don't tell  
anyone.

Suddenly, RATO bursts through the front door. KELL quickly pockets the holo-optica.

RATO  
Salutations!

KELL  
SHIT! Ugh, I forgot to lock.

RATO  
Nice to see you, too.

KELL  
Out.

RATO  
Didn't know sibling bonding was  
illegal now.

KELL  
(perplexed)  
Bonding! You stole 100 credits from  
me last time you were here.

RATO  
They slipped into my pocket!

KELL  
They're digital.

RATO dramatically clutches his chest.

RATO  
Imagine my surprise!

KELL  
Why are you here?

RATO  
Well, maybe now I won't tell you.

KELL  
Rato!

RATO  
Only joking. Scrappers moving in  
from the west. We need to move.

KELL scoffs and continues cleaning up dishware.

KELL  
Very funny.

RATO  
As the funniest guy on Jevvik, I  
can assure you: it is *not* funny.

KELL  
People have been saying that for  
weeks. It's just talk.

RATO  
 (sing-songy)  
 Ignoring our problems doesn't make  
 them go away.

KELL  
 If it's true then why are you so..  
 so...

RATO  
 Hilarious?

KELL  
 ... Calm?

RATO  
 I'm not the one chained to a shitty  
 bar about to be ripped apart.

KELL continues cleaning up, growing more agitated.

RATO (CONT'D)  
 Hey, I mean you named it the Rusty  
 Rivet; you know it's a little  
 shitty!

KELL  
 Some of us want to protect what  
 we've built instead of just  
 abandoning it.

Heavy silence.

RATO  
 (smirks)  
 You are good. Stubborn, but good.  
 Give me one chance to convince you.

KELL  
 There's nothing you can say.

KELL turns around and places the dishware in the sink.

RATO  
 Derizen.

KELL stops for a moment, then continues tending to the  
 dishes.

KELL  
 That place is a myth.

RATO

Nuh-uh. It's real. I have connections who have seen it. You can start a new bar. A less shitty one. And you'll be *safe*.

KELL

Your friends are all liars and thieves, Rato.

RATO

Not friends; connections. There's a big difference. And they say they've seen it.

KELL turns to face RATO.

KELL

Convenient that your "connections" have seen a moving city.

RATO

Shit! Don't you want to believe in something for once?

(pause)

Sira would.

KELL freezes.

KELL

Sira is gone.

RATO

Uh, yeah, I got the memo. It's been five years, Kell. You can't just wake up every day and wait to die.

Heavy pause.

RATO (CONT'D)

This place is going to get torn to shreds. And you, too.

(pause)

I don't get why I'm the bad guy for not wanting my sister to die.

KELL

How would we even find Derizen?

RATO

Ah-hah! You're asking questions.

KELL shoots RATO a look.

RATO (CONT'D)

My connects say there's one spot to the north where it's appeared more than once. It's a 30 minute speeder ride.

KELL

That's the plan? We go and wait?

RATO

It's near the Gerra trade outpost. We can hole up there for a bit. And hey, if I'm wrong and the scrappers don't run through here, you get to come back and keep being miserable. Deal?

KELL

I can't be gone too long.

RATO

Ugh, you city folk are so dense.

KELL

And you're obnoxious.

RATO

(smiles)

I take that as a compliment. Now, pack your shit! I'll be waiting outside. Feel free to get all that sentimentality out of your system, too.

RATO saunters to the door and exits. KELL takes a moment to scan the bar, emotions stirring. KELL recalls a memory.

SIRA (V.O.)

One of these days, I'm going to get you out of here. I promise.

KELL clutches the device to her chest. She lifts her head, determined.

END SCENE.