

## How A Tonic Clonic Seizure Feels



Lydia Zerne

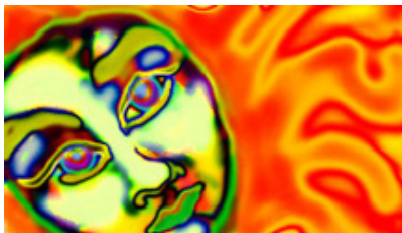
# HOW A TONIC CLONIC SEIZURE FEELS

Written By Lydia Zerne

Based on her experiences having  
Tonic Clonic, also known as "Grand Mal" seizures while awake.

Final Draft

December 2002



Lydia Zerne  
PO Box 2784  
Los Angeles, CA 90078  
United States of America  
zerne@mac.com  
323-202-6228

\*Storyboard ref: (Scene Number) . (Chapter of Original Drawings/Act of Film) . (Chapter Sketch Number)



03.01.01

FADE IN:

**1. INT - DEFINITION: BLACK BACKGROUND - DAY**

A quick shot of the Main Character falling into a seizure while in the middle of a small public event. Scene is drawn from POV of the witnesses around the Main Character. People seem to be shocked and unsure what to do in response. Quick show of panic and caution, then

CUT TO:

**2. INT - DEFINITION: BLACK BACKGROUND - DAY**

Definition of a Tonic Clonic Seizure in written text appears on the screen. The ratio of people out of 100 having epilepsy then appears. Followed by the ratio of epileptics who have Tonic Clonic seizures.

FADE IN:

**3. INT - THE BEGINNING: BLANK BACKGROUND - DAY**

Storyboard ref: 03.01.01

An animation of the face of the Main Character appears. The emotions express the person is content. The eyes of the face blink and mouth moves as if it is a shot of an actual person. The details on the face clearly define the emotions, but do not define the gender of the figure.

As the appearance of the face begins, the music begins calm, modern classical. This will last a few extra seconds to emphasize the normality of the character at this time.

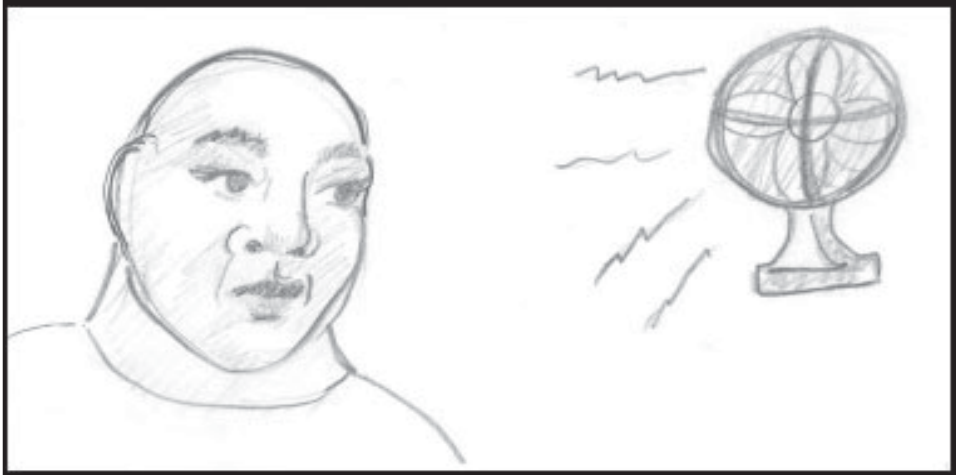
NARRATOR (V.O.)

(Speaks in a calm tone the entire script, as would someone hosting a documentary about wildlife)

Many wonder how it feels to have a Tonic Clonic, also known as Grand Mal, seizure. This describes what happens when I have one while I am awake.

Slowly the face of the Main Character turns, stage right. An emotion showing strong questions of the situation appears on the character.

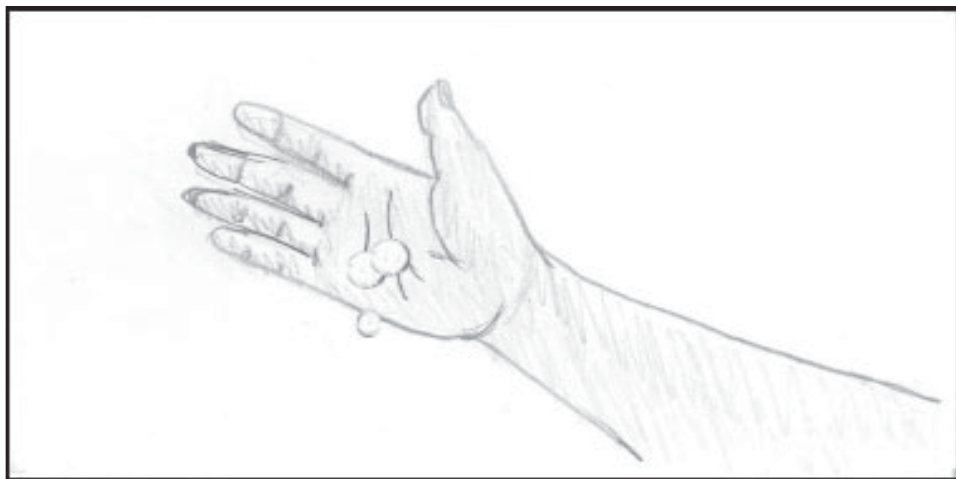
Curiosity & intensity builds in the music, with quiet, but high pitch hum beginning as well.



03.01.02



03.01.03



03.01.04

NARRATOR (CONT'D) (V.O.)

It begins as a high pitch noise of silence whirling like a fan.

Storyboard ref: 03.01.02

A fan (old 1940's- 1950's style), which is in swirling motion, begins to float down into the screen from the upper right corner. As it does, the face of the Main Character turns curiosity to this point. It will stop close to the face.

The Fan then quickly FADES OUT

ZOOM IN ON MAIN CHARACTER

Storyboard ref: 03.01.03

After the previous object disappears, Arms enter from the upper stage approaching the head of the Main Character. The hands open the head of the Main Character as if it has a cap that "pops off." The brain of the Main Character is revealed, as the hands grab it and begin to remove it.

NARRATOR (CONT'D) (V.O.)

(As action of hands enter and approach the Main Character)

A sensation begins as if someone is trying to steal my brain.

CUT TO:

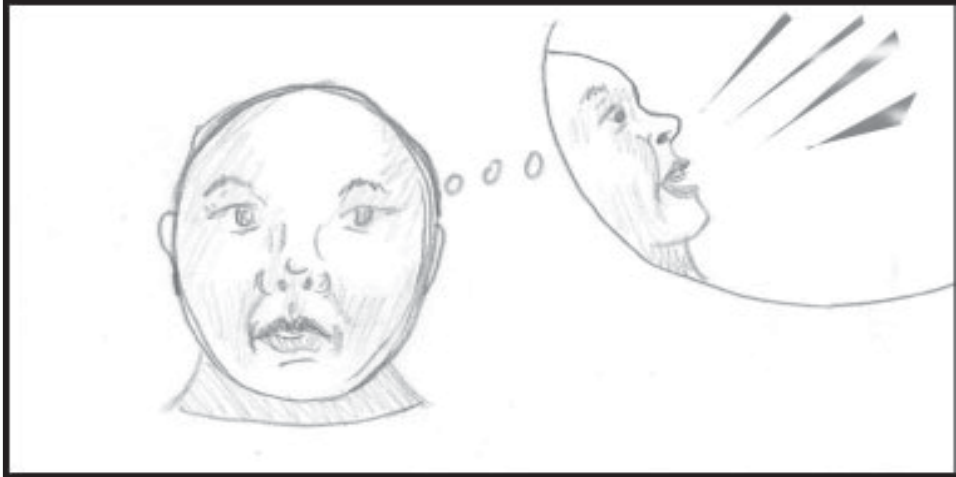
Storyboard ref: 03.01.04

View of the hand of the Main Character, palm side, holding quarters, from Main Character's POV. The tips of the fingers of the hand move slowly, mostly still, but a steady shot of the same drawing.

NARRATOR (CONT'D) (V.O.)

As I quickly look at my hand, it is becoming numb. Objects fall from my hands.

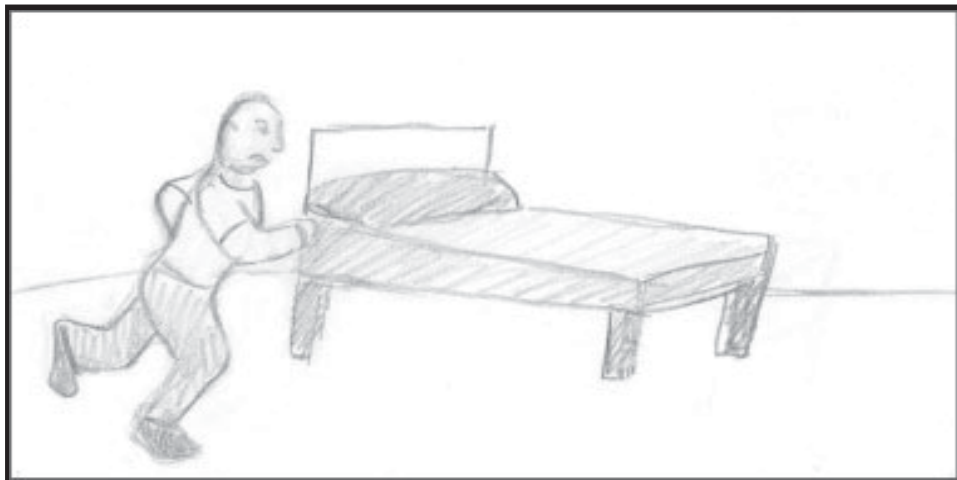
The coins drop. The thumb tries to move towards the index finger.



03.01.05



03.01.06



04.01.07

NARRATOR (CONT'D) (V.O.)

When looking at my own hand, It is very much like looking at a picture of it... It is familiar, but no feeling. Imagine if you knew this very picture on the screen was your own hand.

CUT TO:

Storyboard ref: 03.01.05

Close Up of Face of Main Character. Main Character begins to scream.

NARRATOR (CONT'D) (V.O.)

Help needs to be called.

A thought bubble appears, showing the side of the face screaming. Straight lines blare out as if words are coming from this mouth.

NARRATOR (CONT'D) (V.O.)

But barely any sound can be made at all.

Storyboard ref: 03.01.06

The image of the thought bubble changes quickly to a talk balloon containing waving, weak lines.

CUT TO:

#### **4. INT - THE BEGINNING: BEDROOM- DAY**

Storyboard ref: 04.01.07

Main Character, in a bedroom, runs to the bed.

NARRATOR (CONT'D) (V.O.)

Sometimes I am able to run someplace safe, like my bed...

CUT TO:



05.01.08



06.01.09



07.01.10

**5. INT - THE BEGINNING: LIVING ROOM- DAY**

Storyboard ref: 05.01.08

Main Character lies on the middle of a living room floor, away from bookcases, tables and many household objects. The body of the Main Character is shaking slightly.

NARRATOR (CONT'D) (V.O.)  
...A Safe place on the floor, away from dangerous objects...

CUT TO:

**6. INT - THE BEGINNING: DEN- DAY**

Storyboard ref: 06.01.09

Main Character sits in a comfortable chair of a den, shaking slightly.

NARRATOR (CONT'D) (V.O.)  
Or a chair, Sometimes, when I am VERY lucky, this began in a safe place.

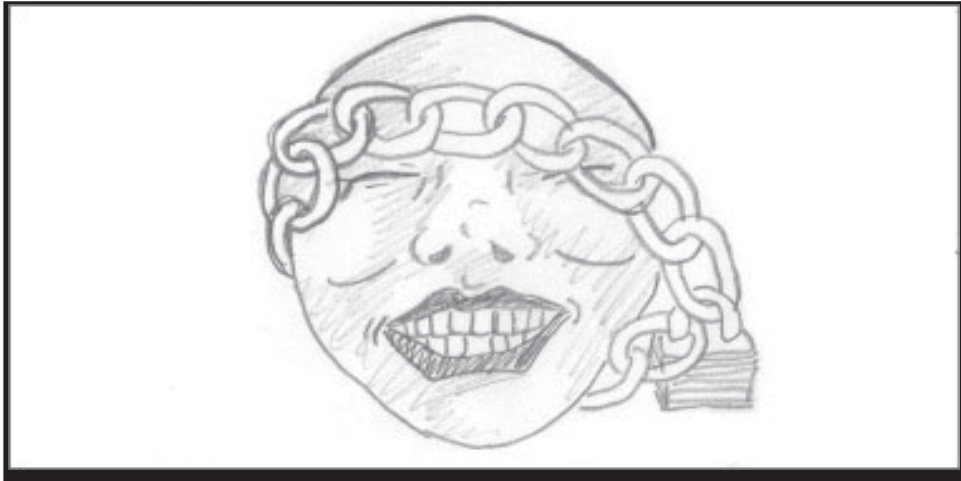
CUT TO:

**7. INT - THE BEGINNING: BLANK BACKGROUND - DAY**

Storyboard ref: 07.01.10

Tight shot of Main Character's face, expressing tension, eyes tightly shut, mouth open, but teeth clenched shut.

NARRATOR (CONT'D) (V.O.)  
My teeth begin to lock.



07.01.11



07.01.12



07.01.13

Storyboard ref: 07.01.11

A metal link chain begins to wrap around the head of the Main Character, with a lock quickly on links to the right.

NARRATOR (CONT'D) (V.O.)  
Then my entire body...

PAN OUT

Storyboard ref: 07.01.12

The entire body is shown as the chain continues to quickly wrap around the body, more and more locks popping into the chains.

NARRATOR (CONT'D) (V.O.)  
locks up.

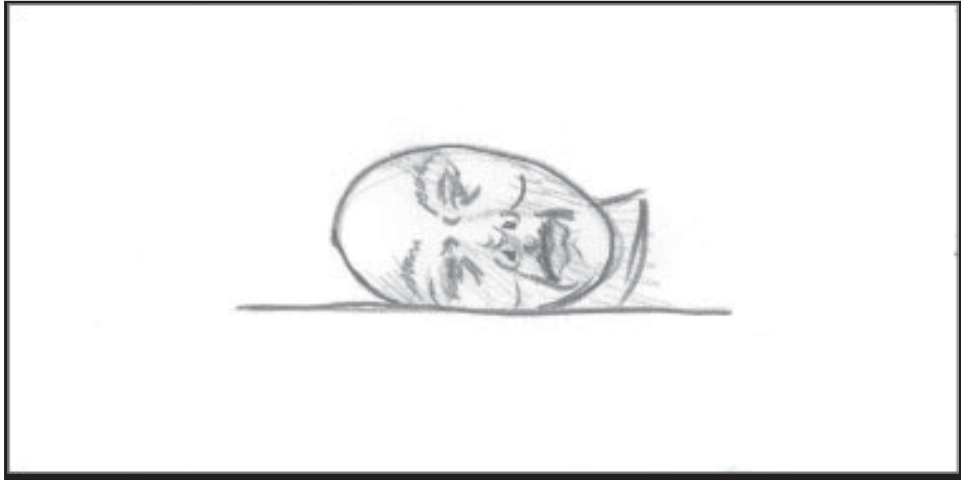
Storyboard ref: 07.01.13

Quick Swirl of Black takes over the image as music quickly become quiet.

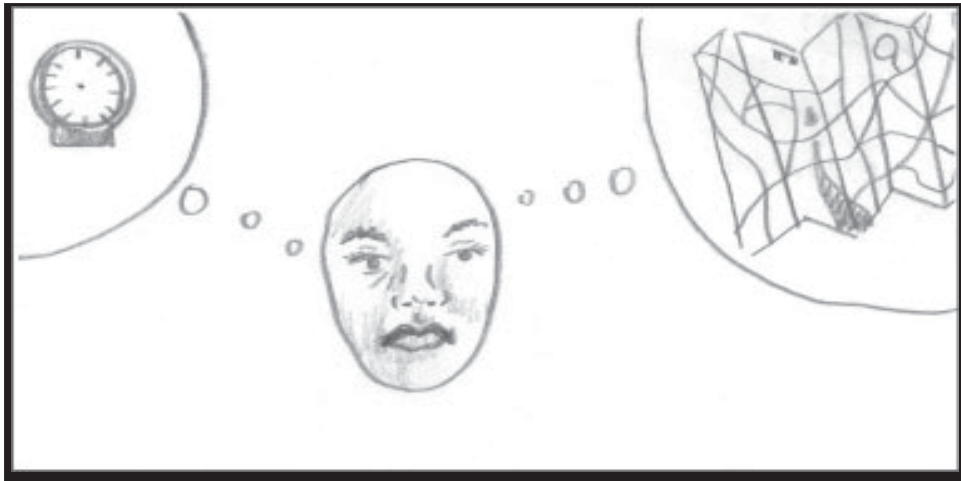
BLACK OUT

NARRATOR (CONT'D) (V.O.)  
Then I black out.

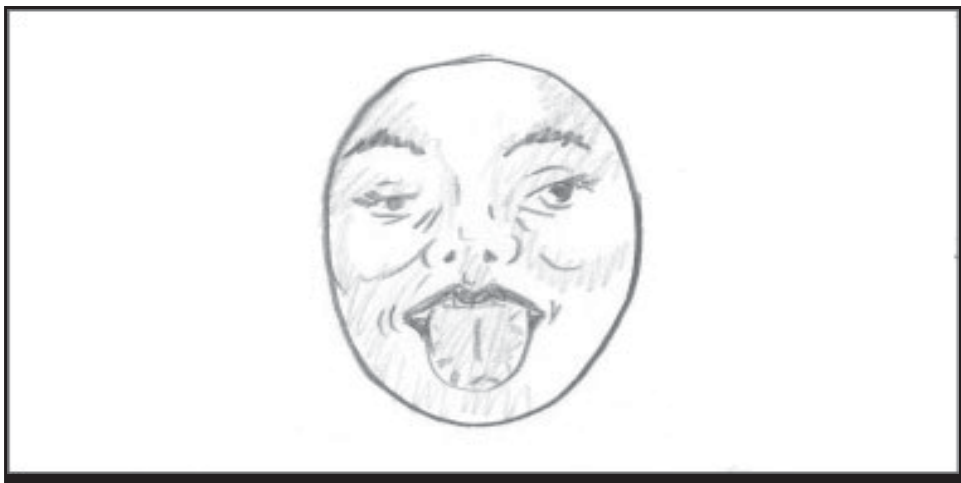
PAUSE/FADE IN:



08.02.01



08.02.02



08.02.03

**8. INT - AWAKING AND REALIZING WHAT HAS HAPPENED AND WHERE I AM:  
BEGINNING - DUSK**

Storyboard ref: 08.02.01

Close up of the face of Main Character, in a laying position, with a line to indicate pillow or floor.

NARRATOR (V.O.)  
Then I wake up."

Pause for a second.

Sad music begins.

Storyboard ref: 08.02.02

Face looks tired, confused and sick, moving to an upright position.

Image of a clock without hour or minute hands fades into the background, then fades out as:

NARRATOR (CONT'D) (V.O.)  
An unsure amount of time has passed...

Image of a map fades into the background, then fades out as:

NARRATOR (CONT'D) (V.O.)  
...This is an unsure location...

Image of a calendar without dates numerated fades into the background, then fades out as:

NARRATOR (CONT'D) (V.O.)  
...even an unsure time and day.

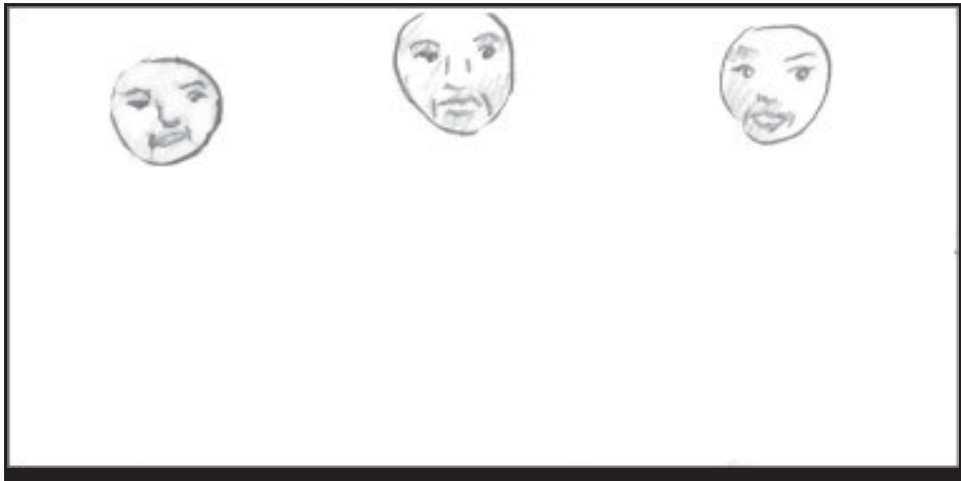
CUT TO:

Storyboard ref: 08.02.03

Main Character begins to stick out its tongue, which has bit marks/bloody color on the sides, flickers of small lines on her checks appear to show pain there.



08.02.04



08.02.05



09.02.06

NARRATOR (CONT'D) (V.O.)  
My tongue has been bitten so hard, it will ache for a week. My mouth  
also tastes like metal...

Tongue goes back into mouth and flickers tones down.

NARRATOR (CONT'D) (V.O.)  
This all makes it hard for me to want to eat or talk.

PAN BACK

Storyboard ref: 08.02.04

Shot shows upper torso of Main Character. Lights flickering over the head of the Main Character and drawing of knots begin to FADE IN as if inside sections of the head, neck, arms, and chest. The Main Character rubs its head with hand.

NARRATOR (CONT'D) (V.O.)  
My head aches & my muscles all feel like they have been tied into knots.  
For a week it will hurt to move.

CUT TO:

Storyboard ref: 08.02.05

Shot of 3 other faces. No body or background appears, only faces. Faces are talking, but no sound is being heard.

NARRATOR (CONT'D) (V.O.)  
Usually, after waking, people are looking at me and asking questions.

PAN BACK/FADE IN:

**9. INT - AWAKING AND REALIZING WHAT HAS HAPPENED AND WHERE I AM:  
HOSPITAL - DUSK**

Storyboard ref: 09.02.06

To show faces from a perspective further back. As this happens, more of the background around the faces quickly Fade In, showing the figures to be a Doctor and 2 Nurses in an Emergency Room. The perspective is from that of the Main Character, showing the end of the bed with this character's feet. The background sound of the emergency room turns on.



09.02.07



09.02.08



09.02.09

NARRATOR (CONT'D) (V.O.)  
Then, I notice this is an emergency room.

CUT TO:

Storyboard ref: 09.02.07

Image of the arm of the Main Character, from the POV of this character, with an IV attached.

NARRATOR (CONT'D) (V.O.)  
An IV is usually hooked to my arm, If not, they soon attach one. This is in case another seizure strikes and they have to give me some emergency medication. Sometimes it is also because of a need for saline already.

CUT TO:

Storyboard ref: 09.02.08

Image of other arm, POV of main character, a plastic cord is tied around the arm as the nurse begins to remove blood with a needle.

NARRATOR (CONT'D) (V.O.)  
They also take tubes of blood from my arm.

Left hand enters pointing to hand near index finger and other points.

NARRATOR (CONT'D) (V.O.)  
As many times as this has been done, it is known which veins are easiest to use.

CUT TO:

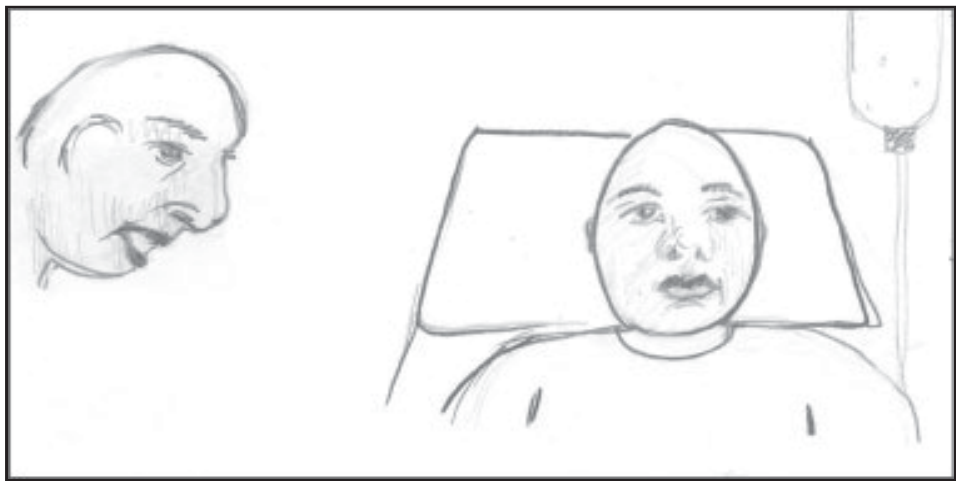
Storyboard ref: 09.02.09

Face of Main Character. Character expresses feelings of soreness and confusion.

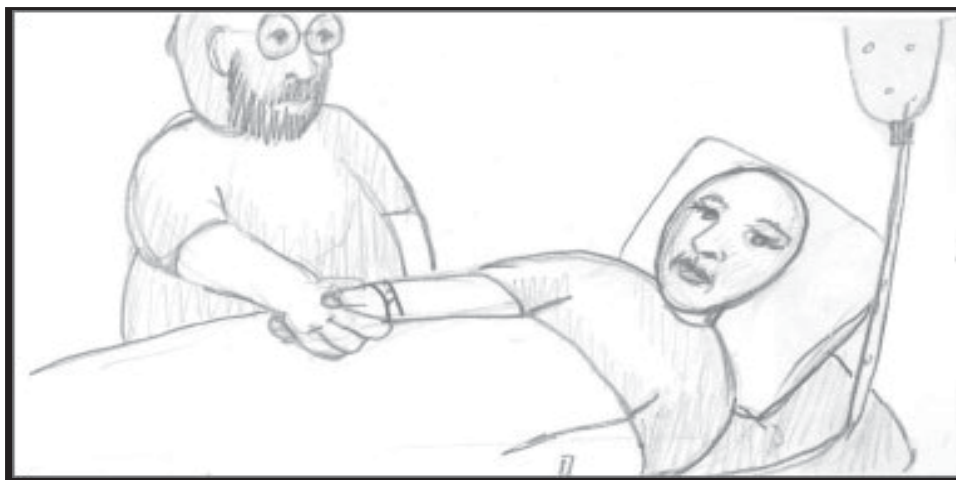
NARRATOR (CONT'D) (V.O.)  
I try to remember where the seizure occurred...

A thought bubble with a figure instead of facial features appears with a hand holding a phone and "911" on the box of the phone, next to the face of the main character.

NARRATOR (CONT'D) (V.O.)  
...Who called for help...



09.02.10



09.02.11



10.02.12

As the last thought bubble disappears, two other thought bubbles- one with a sedan car, the other with an Emergency Vehicle, one after the other, next to the face of the Main Character.

NARRATOR (CONT'D) (V.O.)  
How I was brought to the hospital.

CUT TO:

Storyboard ref: 09.02.10

Face of the Doctor looks down at the Main Character (head & shoulder view) on the bed pillow with an IV saline in the background. Main Character still looks confused and tired.

NARRATOR (CONT'D) (V.O.)  
The doctor asks questions, but similar words are confusing, like those of medications I am taking and those of medications I am allergic to.

Talk Balloons showing bottles of medications with Rx symbols and pills clearly illustrated FADE IN & OUT next to the head of the Doctor as the Main Character follows by showing a talk balloon showing images of bottles and pills with fuzzy illustrations.

CUT TO:

Storyboard ref: 09.02.11

Main Character is lying on an ER cot, still connected to IV. A Family Member is standing next to the bed and begins to hold the hand of the Main Character and tries to smile.

NARRATOR (CONT'D) (V.O.)  
When I am really lucky, A friend or family member who was with me when the attack happened also came to the hospital.

CUT TO:

## **10. INT - AWAKING AND REALIZING WHAT HAS HAPPENED AND WHERE I AM: CALLING FOR RIDE - DUSK**

Storyboard ref: 10.02.12

Main Character dials the phone, after a short time, a talk balloon with car appears, then the balloon fades out.

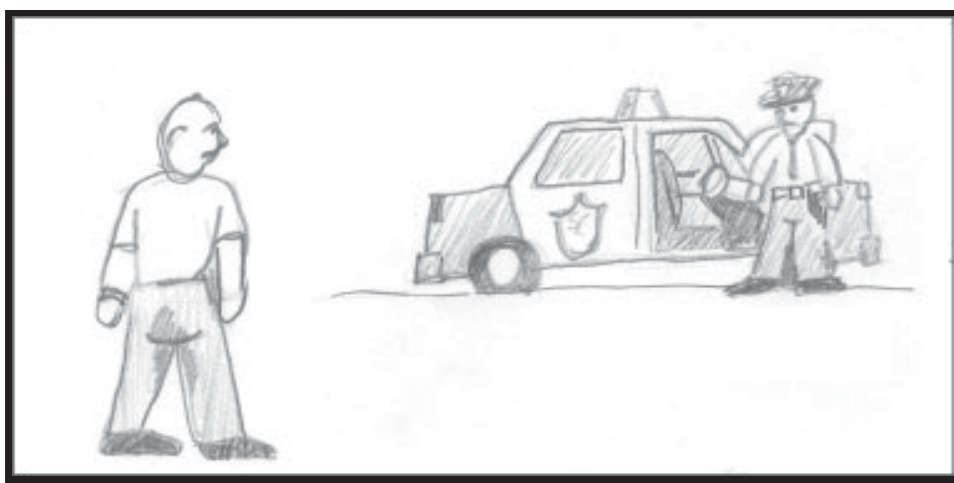
NARRATOR (CONT'D) (V.O.)  
Many times seizures happened while being far away from home. Often I had trouble finding a ride home.



10.02.13



11.02.14



11.02.15

PAN UP/LEFT

Storyboard ref: 10.02.13

As the Main Character's image moves, a diagonal line, then an Acquaintance holding a phone appears. Main Character's mouth begins to move, the other character shows a thought bubble with an upper body having a blank face.

NARRATOR (CONT'D) (V.O.)

There have been times when I have had no choice but to call an acquaintance from work or school. Hoping they would recognize me.

The face of the Main Character slowly appears on the blank face next to the Acquaintance. The Acquaintance begins to shake its head in a positive response.

CUT TO:

## 11. EXT - THE RIDE HOME- OUTSIDE AN APARTMENT BUILDING - DAWN

Storyboard ref: 11.02.14

An armed Security Officer stands in next to the passenger door of a security sedan vehicle.

NARRATOR (V.O.)

When I lived in a college dorm, I often had seizures while everyone I knew was at work or school. Luckily, the school security guards were available to pick me up.

Storyboard ref: 11.02.15

Security Officer opens passenger car door as Main Character enters the scene. The pants of the Main Character showing dampness at the crotch/buttock area.

NARRATOR (CONT'D) (V.O.)

Times like these are embarrassing to get into someone else's car, since I often lose bladder control while having a tonic clonic seizure.

CUT TO:



11.02.16



12.03.01



13.03.02

Storyboard ref: 11.02.16

Security car arrives in front of door to an apartment building. After being helped out of the car, the Main Character shakes the hand of Security Officer.

NARRATOR (CONT'D) (V.O.)

When I get home I can never thank the officer enough for his or her help  
All the others who helped me also deserved thanks.

FADE OUT

## **12. INT - ARRIVING HOME- ENTRY TO THE APARTMENT - NIGHT**

Storyboard ref: 12.03.01

Main Character is walks in the front door of home. The face and motion show the character as fatigued and tired.

NARRATOR (V.O.)

When my body arrives home, most of my it wants just wants to shower  
and then sleep...

A thought bubble showing a bed pops from the face.

NARRATOR (CONT'D) (V.O.)

...even when my stomach needs to eat.

A thought bubble showing a meal appears over the stomach.

CUT TO:

## **13. INT - ARRIVING HOME- BATHROOM - NIGHT**

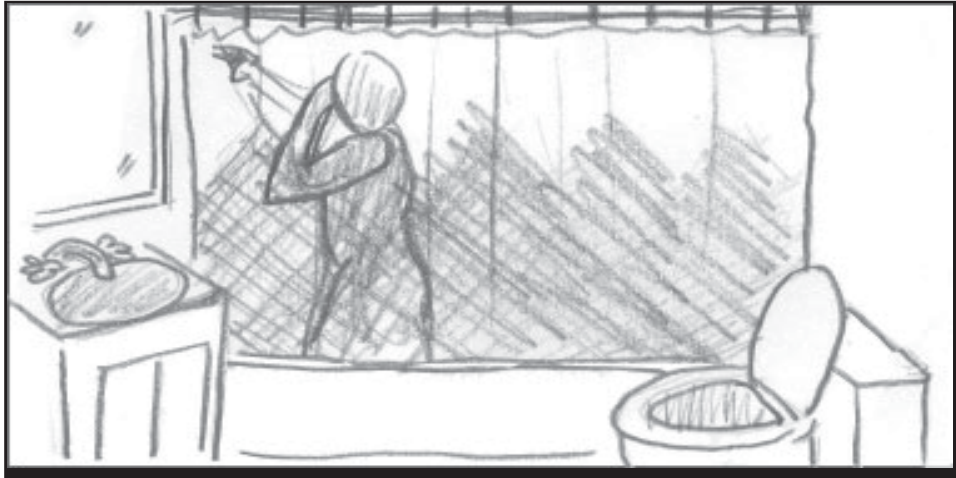
Storyboard ref: 13.03.02

Main Character is in bathroom. It takes out medications out of bottles and swallows the pills with a cup of water.

NARRATOR (V.O.)

But first I must take my medications...

CUT TO:



13.03.03



14.03.04



14.03.05

Storyboard ref: 13.03.03

Same bathroom, Main Character is in the shower, bathing. The body is moving, but the pattern on the shower curtain covers most of the torso.

NARRATOR (CONT'D) (V.O.)  
...and a shower.

#### **14. INT - ARRIVING HOME- HALLWAY PHONE - NIGHT**

The phone on the wall of the hallway rings. The Main Character answers the phone.

Storyboard ref: 14.03.04

NARRATOR (V.O.)  
Often I get a call...

PAN UP/LEFT

Storyboard ref: 14.03.05

As the Main Character is holding the phone, a bubble appears in the upper stage left side, showing a Caller. Caller shows concern.

NARRATOR (CONT'D) (V.O.)  
...from someone who has seen or heard about the seizure and wants to know if everything is ok...

Main Character shows response with a little smile and a positive nod.

NARRATOR (CONT'D) (V.O.)  
...I let them know I am happy to be alive, but also need to end the call and go to sleep.

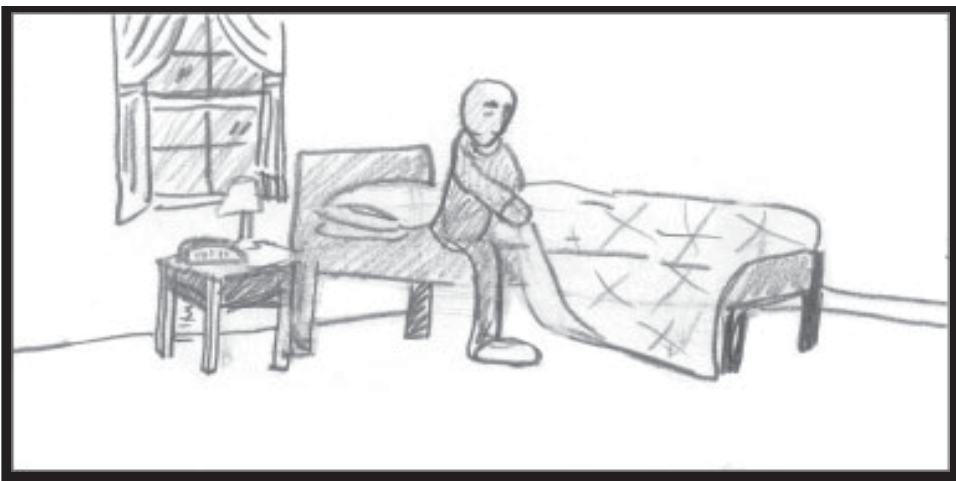
Image of Caller fades out.



14.03.06



14.03.07



15.03.08

Storyboard ref: 14.03.06

Main Character hangs up and dials another call. A bubble then shows up with a Secretary at a doctor's office.

NARRATOR (CONT'D) (V.O.)  
...If it is not too late, an appointment to see my neurologist must be scheduled.

Talk balloon showing face of a doctor, and calendar appears next to the Main Character's mouth.

NARRATOR (CONT'D) (V.O.)  
This needs to be done as soon as possible.

Image of Secretary fades out.

Storyboard ref: 14.03.07

Main Character makes another call. Balloon on side appears showing a person with similar features sitting in an easy chair answering the phone.

NARRATOR (CONT'D) (V.O.)  
A family member should also be called, if they have not already been, to let them know what has happened and that all is OK.

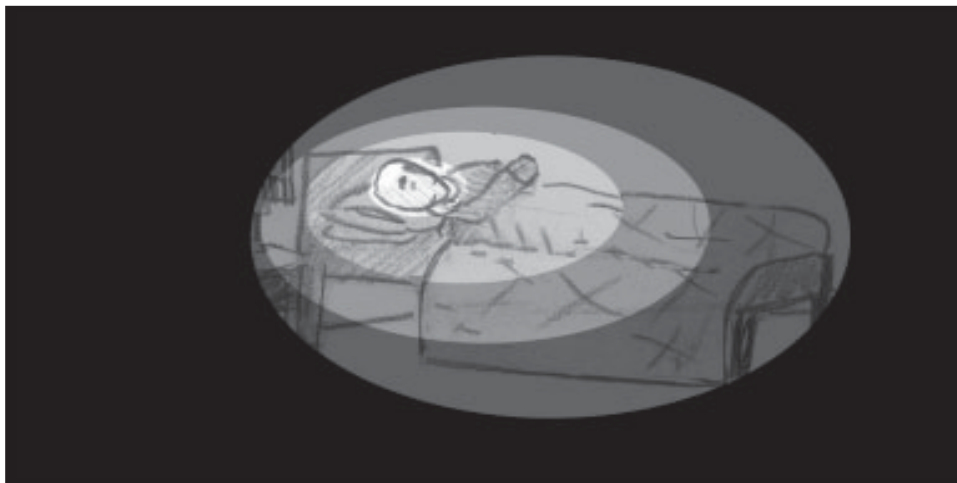
CUT TO:

## **15. INT - ARRIVING HOME- BEDROOM - NIGHT**

Storyboard ref: 15.03.08

Main Character gets into bed.

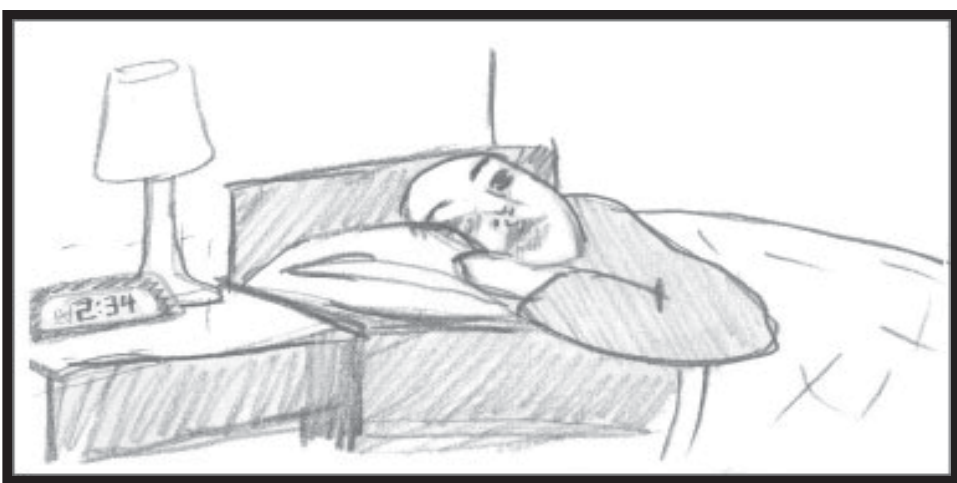
NARRATOR (V.O.)  
Then I go to bed.



15.03.09



16.04.01



16.04.02

Storyboard ref: 15.03.09

A Swirl of darkness slowly takes over the picture.

FADE OUT

NARRATOR (CONT'D) (V.O.)  
This time blacking out feels good.

**16. INT - REACTIONS FROM FRIENDS, FAMILY, ACQUAINTANCES- WAKING IN  
BEDROOM - MORNING**

Storyboard ref: 16.04.01

Similar to beginning of scene 8. Main Character's face is lying vertical on a line.

PAN BACK (SLIGHTLY)

Main Character is lying of the pillow of the bed.

NARRATOR (V.O.)  
Then I wake up...

ZOOM OUT

Show the entire bed with clock on bed stand.

Storyboard ref: 16.04.02

NARRATOR (CONT'D) (V.O.)  
I usually sleep most of the next day, not waking until the afternoon.

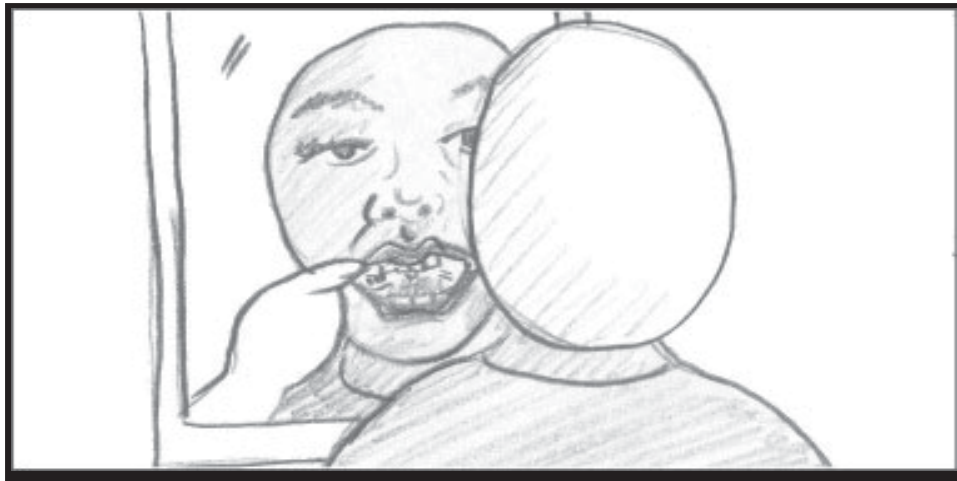
PAN LEFT/ ZOOM IN

Clock shows time as "2:34pm."

CUT TO:



17.04.03



17.04.04



18.04.05

**17. INT - REACTIONS- BATHROOM - MORNING**

Storyboard ref: 17.04.03

Main Character is looking in mirror. The shot is from over the shoulder of the Main Character. Main Character sticks out its tongue.

NARRATOR (V.O.)

My mouth and tongue ache more than they did yesterday..

Storyboard ref: 17.04.04

Main Character puts tongue, covered with bloody marks on the edge, back in mouth and pulls cheek to reveal cheek cuts next to where the upper and lower teeth meet.

NARRATOR (CONT'D) (V.O.)

This will be healed by the end of the week. The taste of metal will last about the same amount of time.

CUT TO:

**18. INT - REACTIONS- EMPLOYERS- HALLWAY PHONE - MORNING**

Storyboard ref: 18.04.05

Main Character makes a phone call. A talk bubble showing appointment book with appointments of "work" & "school" marked by images of a timeclock and paycheck and a school house on red backgrounds.

NARRATOR (V.O.)

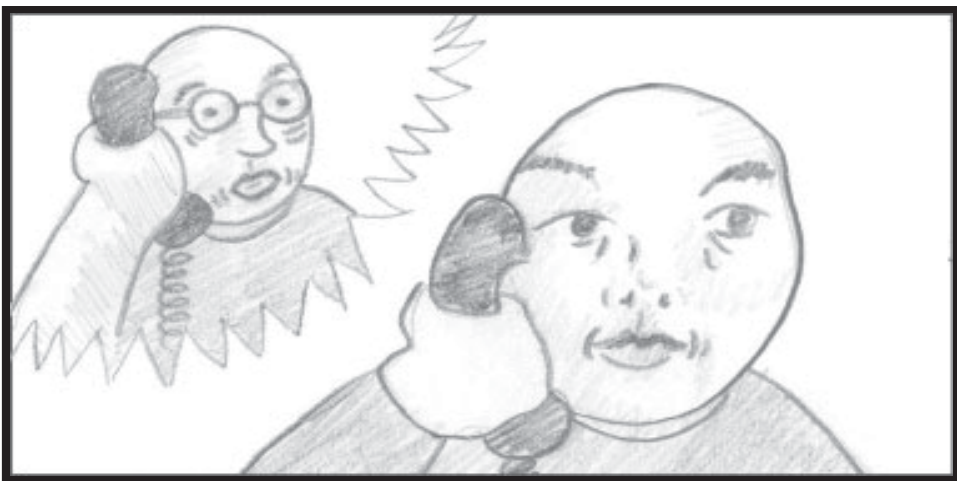
Work and school and other appointments must be cancelled at the last minute because of this.



18.04.06



18.04.07



18.04.08

Storyboard ref: 18.04.06

Bubble appears on side, showing a Disinterested Person on the phone. Disinterested Person nods head, then the entire bubble disappears.

NARRATOR (CONT'D) (V.O.)  
Most have a neutral reaction...

Storyboard ref: 18.04.07

A new bubble appears from the phone showing Annoyed Boss, a man with a tie, looking very upset. Annoyed Boss shows expressions of verbal hostility as Main Character shows embarrassment. The Annoyed Boss then disappears.

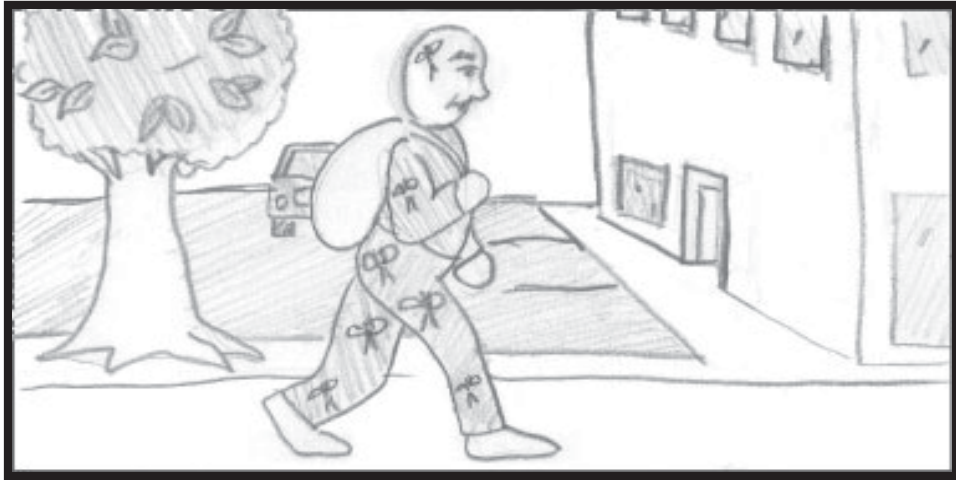
NARRATOR (CONT'D) (V.O.)  
Sometimes, the recovery time is confused with laziness.

Storyboard ref: 18.04.08

A bubble with Caring Employer, a man with glasses and a nametag holding a phone and looking worried pops up. Caring Employer, has talk bubble appearing offering food, flowers and helpful items. Main Character, still tired, smiles a little, and responds while shaking head in a negative manner.

NARRATOR (CONT'D) (V.O.)  
Some show sympathy & care. One employer asked if there was anything they could do for me.

CUT TO:



19.04.09



20.04.10

## **19. INT - REACTIONS-WALK TO YARD OF SCHOOL - DAY**

Storyboard ref: 19.04.09

Main Character walks on sidewalk next to parking lot & building. Images like knots are tightening one areas of major muscles (arms, legs, back, stomach) and on head.

NARRATOR (V.O.)

After resting, I return to work or school as soon as possible, limiting my activities and participation because of pain in my muscles.

CUT TO:

## **20. INT - REACTIONS-SHOCKED PERSON- YARD OF SCHOOL - DAY**

Storyboard ref: 20.04.10

Upper torso shot as Main Character runs into a Shocked Person. The Shocked Person is stunned to see the Main Character and begins a conversation. Next to this person, a thought bubble showing a memory of paramedics taking the paramedics trying to get the Main Character on a gurney and into an emergency vehicle. The mouth of this person moves as if asking "You're OK?!?!"

The Main Character nods, then shakes head negatively as an image of a tombstone appears and fades out.

NARRATOR (V.O.)

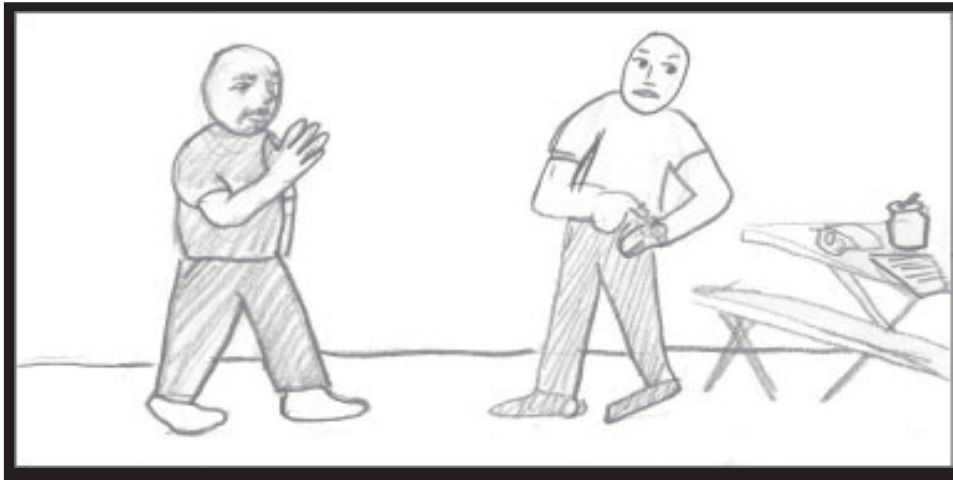
I often am returning to the same place I had the seizure or someplace close. I run into people who saw the seizure start or ambulance taking me out of the building. Usually they have never before seen this and they are very surprised I am already out of the hospital.

Images in the memory of the Shocked Person change to multiple scenes of the Main character doing strange acts like caressing a TV screen; cursing or "%&@#" symbols, and being moved from chair to chair by other people.

NARRATOR (CONT'D) (V.O.)

I often hear descriptions of things I did during the time I blacked out, which sound like something I would never do. Like caressing a television, cursing, or mistaking a chair for the bathroom.

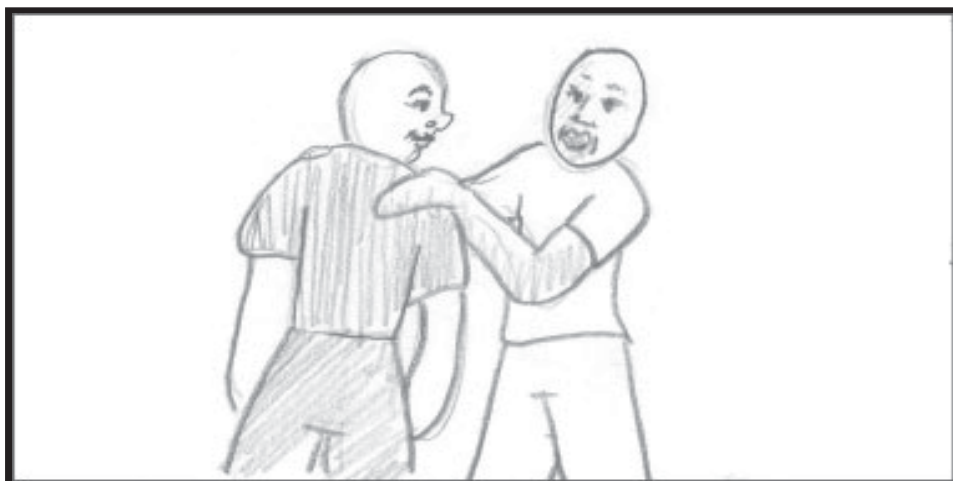
The Main Character remains calm and smiles and shows a happy, somewhat silly behavior with the Shocked Person.



21.04.11



22.04.12



23.04.13

NARRATOR (CONT'D) (V.O.)

Some seem to feel more comfortable if I joke about what happened and act like everything is ok.

CUT TO:

**21. INT - REACTIONS-FLEEING FRIEND- YARD OF SCHOOL - DAY**

Storyboard ref: 21.04.11

In a park section of the same yard, the Main Character waves at Fleeing Friend with lunch and books on a picnic table.

NARRATOR (V.O.)

Some friends have been so scared after witnessing a seizure, they avoided contact.

Fleeing Friend points to watch, grabs stuff quickly and leaves.

CUT TO:

**22. INT - REACTIONS-FLEEING FRIEND 2- YARD OF SCHOOL - DAY**

Storyboard ref: 22.04.12

Close up image of Fleeing Character with talk balloon showing the previous point at watch activity reoccurring.

NARRATOR (V.O.)

One has even told me she was sorry she avoided me because this scared her. Our friendship was much better after she told me this.

CUT TO:

**23. INT - REACTIONS-KIND ACQUAINTANCE- YARD OF SCHOOL - DAY**

Storyboard ref: 23.04.13

Image of Kind Acquaintance giving Main Character a supportive pat on the back, with talk balloon showing Kind Acquaintance talking to a Nurse at ER from Scene 9.

NARRATOR (V.O.)

There have been times people who were only thought of as acquaintances have made sure I was ok. Some have told me they tried to come and pick me up from the hospital, some have called me, and others have sent me flowers.

:



24.04.14



25.05.01



25.05.02

Main Character has look of pleasant surprise, mouth moves saying "Thank you."

CUT TO:

**24. INT - REACTIONS- COMPARISON- BLANK - DAY**

Storyboard ref: 24.04.14

Close Up of Main Character's face. 2 thought balloons appear. First one showing friends hugging, and the other showing acquaintances shaking hands.

NARRATOR (V.O.)

These things make me question the definitions of friends and acquaintances.

FADE OUT

**25. INT - TRYING TO BE NORMAL AGAIN- BLANK - DAY**

Storyboard ref: 25.05.01

Close up of face of Main Character. Same position as Scene 3.

The music is the same calm melody as prior to the auras.

As thought balloons will appear and disappear, the face shows emotions, music follows the emotions.

NARRATOR (V.O.)

Slowly, The bruises and pain stop reminding me of a seizure & normality reappears.

The watch/bed bubble disappears.

Storyboard ref: 25.05.02

A thought bubble showing a watch and jar of medication appears.

NARRATOR (CONT'D) (V.O.)

I try my best to remember my medications...



25.05.03



25.05.04



25.05.05

Storyboard ref: 25.05.03

The watch/medicine bubble disappears as a thought bubble showing a watch and a bed appears on opposite side.

NARRATOR (CONT'D) (V.O.)  
And sleep regularly.

Storyboard ref: 25.05.04

Three thought bubbles appear, then disappear (one appearing just before the previous disappears). The first showing liquor. Then next showing the Main Character skydiving. The last showing the Main Character driving. The Main Character in the foreground shakes head in a negative manner while keeping a calm emotion.

NARRATOR (CONT'D) (V.O.)  
And avoid things which must be avoided.

Storyboard ref: 25.05.05

To the sides of the Main Character's face, Two smaller images of Main Character's face appear, then disappear. One showing the Main Character in depressed mood covered and the other showing the Main Character in an angry mood. The Main Character shakes head in the negative manner again.

NARRATOR (CONT'D) (V.O.)  
Most importantly, anger and sadness must be avoided.



25.05.06



25.05.07



25.05.08

Storyboard ref: 25.05.06

Main Character frowns as a thought bubble appears on the upper stage left. The bubble shows a weekly calendar with time marked "STOLEN" in stamp form over hours character was unconscious or semi conscious and other days stamped "BROKEN."

NARRATOR (CONT'D) (V.O.)

I try NOT to get angry that time has been stolen from me or depressed about time I had to limit my activities...

Storyboard ref: 25.05.07

Main Character smiles as the calendar in the thought bubble fades into other dates, which show images of a time clock, school, paint palette, sewing machine, movie tickets& popcorn, Table & friends.

NARRATOR (CONT'D) (V.O.)

It is more important to stay optimistic and concentrate on the times seizures are not occurring.

Storyboard ref: 25.05.08

As the calendar bubble disappears, the Main Character frowns as thought bubble showing the Fleeing Friend, & Angry Boss appears on the right side of the screen.

NARRATOR (CONT'D) (V.O.)

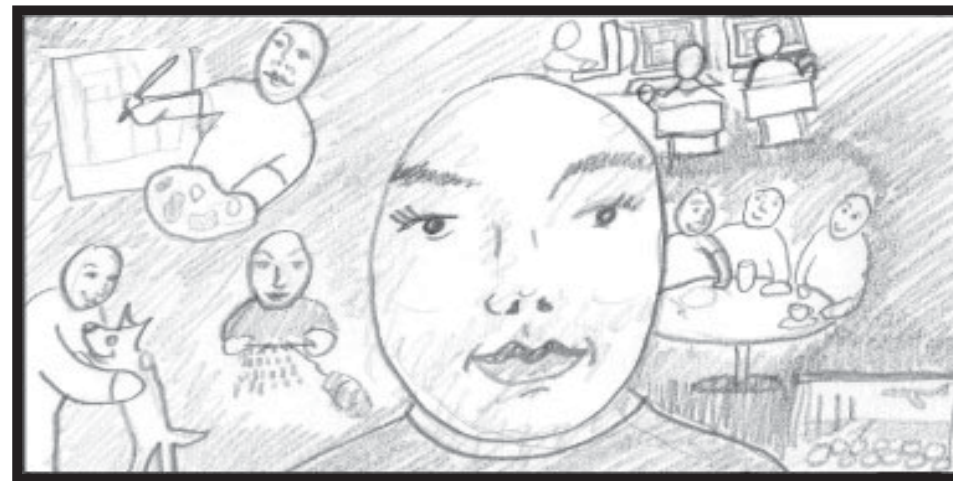
I try not to get angry or depressed about those who are scared by or those who do not understand what seizures are...



25.05.09



25.05.10



25.05.11

Storyboard ref: 25.05.09

As the image on right disappears, Main Character smiles as thought bubble showing Kind Acquaintance and Caring Employer appears on left.

NARRATOR (CONT'D) (V.O.)

And be thankful for those who expressed consideration, tried to help, or did both.

Storyboard ref: 25.05.10

Thought bubble disappears as Main Character continues to smile.

NARRATOR (CONT'D) (V.O.)

I try not to get stressed. Hopefully the time between the next seizure is longer than the last gap. Hopefully there will never be another seizure. I try to stay as optimistic and least bit stressed as possible. I very strongly value those who help me- from paramedics, to nurses, to doctors, to family, to friends, to acquaintances with a heart...

PAUSE

Storyboard ref: 25.05.11

Images of Main Character painting, playing with dog, working in a computer lab, at diner with friends, and in a movie theater appear in the background.

NARRATOR (CONT'D) (V.O.)

And most of all, I value the time I have conscious in life.

FADE OUT

**The End.**

<http://www.geocities.com/LydiaZeme/>