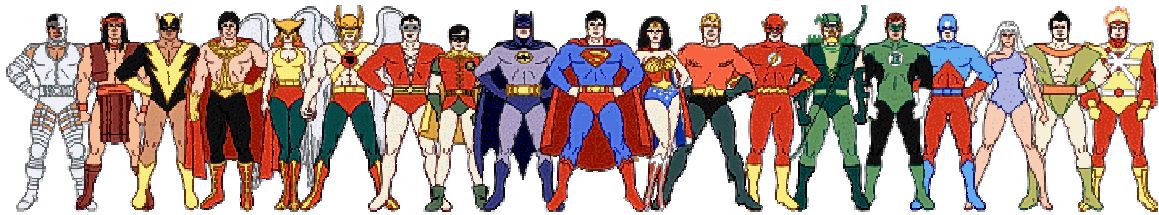


SUPER FRIENDS: SMALL WONDER



An Embarrassment by Thomas A. McKean – 12/10/09

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Foreword:

This little outline was three years in the making. I started it in 2006. Then at about chapter seven or so I set it aside. I couldn't make it work. I mean, I could make it work, but *not* in any way that the writing was any good.

Years later, in 2009, I found it again. (A good writer *never* deletes anything, no matter how bad it is!) I looked it over and watched a few episodes of the show. I realized the reason I couldn't make it work with good writing is because there was never any good writing on the show itself. (And I mean that with all due respect to Jeffrey Scott, who wrote most of the episodes. I am guessing he was under strict orders as to what he could and could not, and must and must not do in the scripts.)

I wanted to finish it because I really liked the idea I had for a plot. But the only way to write it, to finish it, was to not take my writing or the show itself seriously.

Not taking the show itself seriously was easy. Not taking my own writing seriously was much more difficult. The only way to write this well was to write it badly. So that's how I wrote it.

And it worked.

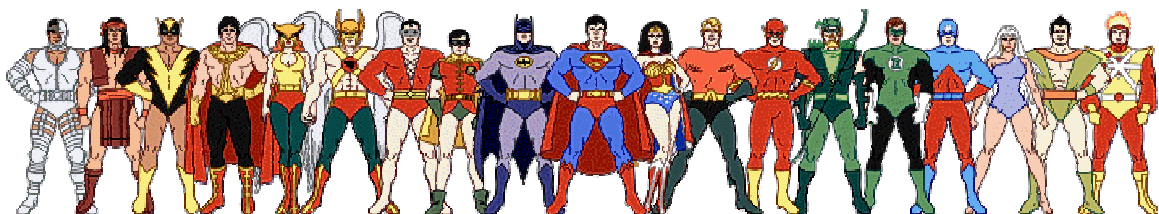
But there was another block in the road. The ending completely changed after a chat with Bob Rozakis. Details of this chat follow the outline in the Afterword. But please read the story first.

This was originally going to be expanded into a novel. But once I saw I had to write badly to write well in this case, the novel was abandoned. You can get enough of an idea from this outline to follow most of the story.

Please do not consider this to be the best of my writing ability. Like Jeffrey Scott, I can write much better than this. The Super Friends were from a different time, a different place. That world in which they aired on television no longer exists.

That said, enjoy the story. The five original Super Friends are here, along with both sets of juniors. And the Legion of Doom is at its very worst!

Thomas A. McKean
12/18/09



SuperFriends: Small Wonder - 12/10/09

Chapter 0: Prologue: Update on Wendy, Marvin and Wonderdog

Where are they now?

Part I: Batarang 2.0

Wendy Harris is playing "Catch" with Wonderdog as Marvin White sits at a workbench. Wendy is on leave from her studies on Paradise Island and Marvin is now a physics professor at Gotham University, his Alma Mater. Wendy asks Marvin what he is working on, Marvin shows her his new Batarang design. Wendy looks at the Batarang but can't tell a difference. It looks like all Batarangs. Marvin explains he changed the design just slightly and that, according to the laws of physics, it should be able to travel over twice as far as a regular batarang before coming back. Wendy doesn't believe him.

Part II: Batarang Test

Marvin says he is ready to test it and to follow him. Wendy says she has to see this and they, along with Wonderdog, walk to the Gotham University football field. Marvin has two Batarangs with him. He throws the first one and it travels an impressive distance. As it comes back, Wonderdog jumps up and catches it, as Marvin taught him to do years ago.

He then gives Wendy a knowing look and throws the second batarang. The Batarang goes and goes and goes, until it is out of the line of sight. Wendy is impressed and wonders where it landed. Marvin says to be patient. Just as he says this, the Batarang comes soaring back, and Wonderdog catches it again.

Wonderdog then flops onto the ground. He is worn out and not as young as he used to be.

Part III: Where There's Smoke...

Wendy smells smoke and looks around. She sees a fire burning out of control right on the Gotham campus! Wendy and Marvin do not hesitate. Marvin picks up his two Batarangs and the three of them head toward the fire to see if they can help in some way.

They are not surprised to see Batman and Robin already on the scene when they arrive.

Part IV: Out of the Frying Pan...

Batman and Robin look up to see Wendy, Marvin and Wonderdog running toward them. They are glad for the help, and for the reunion, though they both wish it was under better circumstances. No one can get near the flames. A news reporter is heard speaking into a microphone (with a camera on her) talking of the heat that radiates from the science building, and of a young college student and her toddler daughter still trapped inside.

Marvin hands Batman both Batarangs, quickly mentioning his design alterations. Batman understands what Marvin has done and says he will look forward to trying it. He puts both Batarangs into his utility belt.

Meanwhile, Wonderdog makes a unilateral decision. He takes a deep breath, and before anyone can stop him, he runs into the building.

Part V: ...Into the Fire

The reporter continues with her story, telling of the bravery of Wonderdog, a former member of a group of super beings called the Super Friends. Most remember the Super Friends, and Wonderdog, and the world waits as the camera stays on the door of the science building, looking to see Wonderdog come out.

Minutes pass, no sign of Wonderdog. The Caped Crusaders try in vain to get into the fire, but it is just too hot. The reporter begins to lose hope that Wonderdog is still alive.

Then, a shadow emerges from the flame. Wonderdog has rescued the girl, who is on his back, and the mother, a student, is right behind both of them. Paramedics take them both to an ambulance and Wonderdog collapses.

Wendy, Marvin, Batman and Robin all run to Wonderdog. Batman checks him and realizes it is too late. Not even bat-oxygen can save him. Wonderdog takes a long look, individually, of his four friends, ending with Marvin. He closes his eyes, and they open no more.

Wonderdog has died a hero's death.

Chapter 1: Bittersweet Reunions

Where is the Legion of Doom?

Part VI: In the Murky Swamp

Chapter begins with Priscilla Rich walking through the swamp, missing her Cheetah outfit. She knows she is headed toward the location of the old Hall of Doom, but the Hall of Doom was destroyed by the Super Friends. She received an anonymous summons to meet at that location. As she travels through the murky swamp, she thinks whoever sent for her had better have a good reason.

Part VII: Elsewhere in the Swamp

Not knowing of Cheetah's presence elsewhere in the swamp, Jack B. Nimball, aka Toyman, moves toward Legion HQ.

Part VIII: Toyman's Thoughts

Toyman is smart enough (and off the deep end enough) to have an idea who sent for him, and what this is all about. He is eager to get back into action.

Part IX: Still Elsewhere...

Not knowing of Cheetah or Toyman approaching from different areas of the swamp, Leonard Snart, aka Captain Cold, walks toward the Hall of Doom location. Like the two before him, he grumbles about being in the swamp and vows vengeance if his anonymous summoner is playing games with him.

Part X: Reunion

All three arrive from separate angles at the same time, only to see nine others already there. The entire legion, minus Luthor. Grodd snarls that whoever sent for them better show himself, and Luthor appears.

He presses a button on a remote that is in his hand, and a new, improved, streamlined Hall of Doom rises from the ashes of the old.

All members go inside where there are appropriate costumes inside the door. Priscilla is glad to be back in her Cheetah outfit.

After all have gathered in their old spots, Luthor tells of how setting the fire to cover his and Brainiac's tracks while stealing supplies for the new Hall of Doom inadvertently led to the death of Wonderdog. He then outlines his plans to use that death to go after the Super Friends.

The villains think Luthor's plan is a good one. But then again, they always do...

Chapter 2: Meanwhile ... at the Hall of Justice ...

The Super Friends reconvene at the Hall of Justice upon hearing the news of Wonderdog.

Part XI: Private Grieving

Prior to a public funeral service for Wonderdog (at which thousands are expected to attend), the Super Friends gather for a more private reflection at the Hall of Justice. The doors have been opened for the first time in years for this sad event. Many of the Super Friends find it hard to believe that Wonderdog is actually gone, and Batman points out the reminder this is to all of the Super Friends that sometimes there is a price to be paid for doing good.

Part XII: Update: Wondertwins

The doors to the great Hall of Justice open yet again, and in walk the Wondertwins. Zan and Jayna are in costume, and Gleek is sitting on Jayna's shoulders. Wonder Woman welcomes the twins, prompting Zan to say that they got the message she sent to Exxor and he asks for confirmation of Wonderdog's death. Wonder Woman confirms, and Gleek jumps off of Jayna's shoulder to run toward the kitchen area, where Superman is coming out with a banana.

Superman explains that his super hearing picked up the Wondertwins and he took the liberty of getting a banana for Gleek. Wonder Woman comments on how fast

Gleek devours the banana. Zan mentions that there are no bananas on their home planet of Exxor.

Wonder Woman asks how things are going on Exxor, Zan explains that though they were hunted when they originally left Exxor, they are now considered heroes because of the time they have spent with the Super Friends. All are happy to hear things are going well for the Wondertwins.

Part XIII: Exodus: Hall of Justice

With regret, Superman says it is time to go to the funeral. The Super Friends look wordlessly at each other, Jayna slips her hand into Wendy's and the Super Friends find their way to downtown Gotham City.

Chapter 3: Best Laid Plans of Mice and Legion

The Legion of Doom makes its move.

Part XIV: The Funeral

As the Super Friends arrive, they find even more have turned out than they thought would. Many of the Super Friends have thoughts similar to Wendy's regarding the crowd, but they keep it to themselves.

Wonderdog is in a closed coffin, covered by one of Superman's capes.

Superman approaches the podium and the noise of the crowd falls instantly silent. (Just the mere presence of this man is enough to evoke such a response.)

Superman begins by telling the crowd how he personally met Wendy, Marvin and Wonderdog. He told them of some the adventures they'd had together. People were so caught up in Superman's stories that no one noticed the approaching aircraft.

Part XV: Dognapped!

Suddenly a small remote craft comes from nowhere and latches on to Wonderdog's casket. Superman (after yelling "Great Krypton!") looks above it to see a much larger craft that looks eerily familiar. The smaller remote craft is heading toward it with Wonderdog.

After multiple interjections from various Super Friends, Superman takes to the skies to retrieve Wonderdog himself.

Just as Superman is closing in, the casket vanishes into nothing, followed by both of the crafts.

It is a frustrated Superman who returns to ground.

Part XVI: Aftermath

Robin makes mention to Batman that the mothership looked familiar and Batman agrees with Robin. He and Robin slip away to the Batmobile to return to the Hall of Justice. Wendy and Marvin notice them leaving and ask to go with them, knowing if anyone can find Wonderdog, it is the caped crusaders. Batman agrees to take them and they leave the scene.

Part XVII: Funeral Cancelled

Superman steps back up to the podium to announce the funeral is cancelled. He asks Aquaman and Wonder Woman to join him and the others at the Hall of Justice. He takes to the sky and returns there himself.

Wonder Woman apologizes to the crowd, after which she and all heroes depart, leaving the populace to talk amongst themselves and the reporters to file the story of their careers.

As each hero find his or her way back to the Hall of Justice (Aquaman gets a ride in Wonder Woman's invisible jet), they each believe they know who is responsible.

Wonderdog is gone, yes, but the Super Friends know the trouble has only just begun.

Chapter 4: Triumph for Evil

Luthor's plan revealed!

Part XVIII: Back at the Hall of Doom

Back at the Hall of Doom, Luthor gloats to his comrades. Caressing the coffin of Wonderdog softly, he commends them on a job well done, then he tells them it time to put the next phase of the plan into action. Solomon Grundy picks up the casket and all of the Legion adjourn to the lab.

Part XIX: In the Lab

In the lab, Bizarro takes the remains of Wonderdog out of the coffin and he places Wonder on a table in what they call the *ReAnimation Chamber*. A strange machine above the table lights up and comes to life. Luthor and Brainiac spend some time making the most minute adjustments to dials and switches and readings. The rest of the legion begins to get bored, but Luthor assures them the wait will be worth it. The Toyman, rather than complain about the wait, takes this time to look around at the advanced equipment in the lab, as if he is making some sinister and evil plans of his own.

Part XX: Resurrection of Wonderdog

Suddenly, the level of noise from the machinery begins to get louder. All stop their complaining and talking amongst themselves, and even the Toyman returns to the others to witness the events unfolding.

A strange, green light shines from the gadget down to the table onto Wonderdog. As Luthor and the others watch, and wait, and wait, nothing seems to happen. Finally Luthor tells Brainiac that nothing is happening and that the plan is about to fail. Brainiac makes one last desperate adjustment and Wonderdog opens his eyes and begins to stir.

Part XXI: Dog of Evil

But this is not the Wonderdog we all know and love. This is a dark and evil Wonderdog. He comes to life suddenly and jumps down from the table, where he growls and barks and foams at the mouth. Some in the Legion are fearful, but Luthor just laughs and commands Wonderdog to "sit", which Wonderdog does immediately.

Cheetah and Riddler are amazed at this response, and Luthor tells them that the reanimated Wonderdog is now completely under the control of the Legion of Doom.

Part XXII: Let the Games Begin

Putting Wonderdog in a special cage, Sinestro feeds him then joins the others out in the conference area. Luthor tells them that all is going according to plan, and that now is the time to make fools of the Super Friends. The Legion begins to think this time that the plan may actually work.

Chapter 5: A Surprise for the Super Friends

The Super Friends are reunited with Wonderdog.

Part XXIII: Trouble Ahead?

Later, at the Hall of Justice, the Super Friends have convened a special meeting and are discussing the situation. Jayna continues to comfort a distraught Wendy as the Trouble Alert sounds. Many of the Super Friends have not heard the sound of the Trouble Alert for years. A policeman appears on the screen. He looks glum, indeed!

Part XXIV: Legion: Back in Town

The officer informs the Super Friends that he has just received a special message from Luthor and the Legion of Doom. The screen changes to show message.

Part XXV: Luthor's Message

Luthor greets the Super Friends nicely and then tells them the Legion has gotten back together. He taunts the Super Friends by saying if they wish to stop the Legion, to be at the Gotham Bank at midnight. The screen then returns to the officer. The Super Friends thank the officer and disconnect.

Part XXVI: Acting on Message

The Super Friends look at the clock and see that it is almost midnight already. Superman and Wonder Woman agree to be the ones to meet the Legion. Wendy,

Marvin and the Wonderwins want to go along. Superman and Wonder Woman argue the danger, but in the end they allow it because of Wonderdog. Superman takes to the sky while the others file into the invisible jet.

The Legion must be stopped at any cost.

Chapter 6: Meanwhile, at Gotham Bank...

Rude Awakening for the Super Friends.

Part XXVII: Arrival at the Bank

Superman alights in front of the bank. Using his formidable x-ray vision, he sees Sinestro using his power ring to cut through the vault. Captain Cold and Toyman are withdrawing funds from said vault. Wonder Woman and the others land and Superman apprises them of the situation.

Part XXVIII: Bittersweet Reunion

As Sinestro and Captain Cold exit the bank, they are confronted by the Super Friends. Sinestro yells, "Riddler! Release him - NOW!" And around the corner comes Wonderdog.

Part XXIX: Superman: Helpless

After a round of "Great Scott!" and "Meciful Minerva!", Superman approaches Wonderdog, only to discover his collar is made of Kryptonite! Superman immediately goes down and Wonder Woman comments that such a small amount of Kryptonite should not effect him in this way, to which Toyman proudly announces the Kryptonite is his new toy, a more potent version than the original. Superman groans on the ground, barely able to tell the Super Friends that his x-ray vision reveals it really is Wonderdog! Wonderdog barks evil at the Super Friends, even Wendy and Marvin, as if he does not recognize them.

Part XXX: Sacrificing the Capture

Wonder Woman makes her decision. She picks up Superman and instructs the others to get to her jet. They fly away and Wendy asks why she didn't stop the Legion. Wonder Woman tells her that Superman's life is more important and that they must get him back to the Hall of Justice. She then sends a mayday to the Hall of Justice, informing them of Superman's condition and to tell them to be ready when they arrive. As the jet flies toward the Hall of Justice, the Legion of Doom laughs and congratulate themselves. They have finally beaten the Super Friends!

Chapter 7: Batman Has a Plan

But Will it Work?

Part XXXI: The Hall of Justice

Wonder Woman carries Superman in as the other team members stare in amazement at his weakened state. Robin asks how it happened and Wonder Woman tells them the story after laying Superman down in another room to recover

As Zan and Jayna watch over the Man of Steel, the remaining Super Friends hold a council of war.

Part XXXII: Batman Hatches a Simple Plan

Batman rallies the Super Friends and tells them this is the most fiendish and evil plan the Legion has ever attempted. He warns them they must be careful not to allow their emotions for Wonderdog to impede their judgment, as he is sure this would be playing right into the Legion's hands.

Robin points out that now that the Legion has defeated the Super Friends, they will surely attack somewhere again soon and wonders what to do about Wonderdog. Batman says the answer is simple. They will all carefully use a Bat-Tranquilizer and return Wonderdog to the Hall of Justice where they will use the Justice League Computer to figure out what is going on. Robin asks how they are going to find Wonderdog. Batman says they'll have to wait for the Legion of Doom to strike again.

Part XXXIII: But at Just That Moment...

The Justice League trouble Alert sounds and a military man screams he needs help. The Legion of Doom is attacking a military installation. He tries to warn the Super Friends that the base is being "overtaken by a lot of..." but he is cut off at just the wrong moment. Robin asks Batman if that's the place they were testing the new X45 and X52 disintegrator rays. With a "Great Gotham!", Batman realizes the truth of Robin's words and leaps into action!

Part XXXIV: Deploying the Troops

Batman takes charge immediately. Aquaman and Gleek will remain behind to tend to Superman while the rest of them will go after the Legion of Doom. Rushing to the Bat-Plane and Invisible Jet, the Super Friends take off for a showdown with the Legion of Doom.

But they have absolutely no idea of the sheer horror that awaits them. Meanwhile, at the Hall of Justice, Superman begins to stir...

Chapter 8: A Surprise For the Super Friends

And Just When Things Couldn't Get any Worse?

Part XXXV: To the Rescue!

The Super Friends arrive on the scene and can't believe what they are seeing. Wonderdog. Rather, many Wonderdogs. Hundreds, maybe thousands of Wonderdogs! Each one of them acting like they own the junkyard, and some of them wearing a kryptonite collar. The Super Friends, minus Superman, Aquaman and Gleek, realize they are in over their heads. But, being as they are the Super Friends, they attempt to land anyway

Putting the planes on hover and using the rope ladders, the Super Friends descend into chaos. The Wonderdogs attack immediately, not even allowing the Super

Friends off of the ropes. They try again and again to subdue the Wonderdogs (feeling like they are attacking their friend the whole time), but there are just too many Wonderdogs. One of them jumps up on Wonder Woman's boot and a claw gets stuck. The claw falls off the dog as the dog falls to the ground. The claw remains stuck on Wonder Woman's boot.

Batman calls for retreat, realizing the Legion can be defeated, but not without another plan. He calls for a regroup at the Hall of Justice. Batman Robin and Wonder Woman climb back up the rope ladders. Wonder Woman notices the claw and sets it aside for study later. Wendy, Marvin, Zan and Jayna never got a chance to get out of the planes.

Chapter 9: Possible Breakthrough?

A Way to Defeat the Legion?

Part XXXVII: Superman Returns to the Super Friends.

Returning to the Hall of Justice in defeat (yet again), spirits are low for the Super Friends. But spirits rise a bit when they see Superman up and around. They tell him they were worried and ask him how he is feeling. He comments that he feels like his old super self.

Part XXXVIII: A Private Moment

Jayna asks Wendy to remind her where the ladies room is. Wendy agrees to show Jayna and goes with her.

As the door closes behind Wendy and Jayna, Wendy turns to Jayna and begins to cry. Jayna holds Wendy for a minute and then Wendy talks about how angry she is that Wonderdog is gone, and about how angry she is that the Legion of Doom is using his body the way they are.

Jayna thinks back to her time with the Super Friends and agrees with Wendy that what is happening is horrible. She also reminds Wendy that the Super Friends do know what they are doing, and that in the end, Wonderdog will rest in peace. She tells Wendy the Super Friends themselves will not rest in peace until they are sure that is what Wonderdog is doing.

Wendy knows Jayna is right.

Jayna bounces a bit on her feet and lets go of Wendy, then walks into a stall. Wendy leaves Jayna alone and returns to the Super Friends. She dries her eyes as she leaves so no one will know she was crying.

Part XXXIX: Aquaman Has Been Busy!

As Wendy returns, Superman and Aquaman comment they had been observing the latest battle (to the extent they could) on the monitor screen, which gave Superman an idea. Aquaman followed through by running several simulations and

computations through the Justice League computer while the Super Friends were gone, and realized there may be a way to defeat the Legion's latest scheme. Wendy and Marvin silently exchange cautious but optimistic glances. Jayna rejoins the group.

Part XL: New Information

Based upon analysis of the claw brought back from Wonder Woman, as well as Superman's initial x-ray vision look at Wonderdog, the Super Friends are able to determine the clones of Wonderdog are unstable and deteriorate within a short period of time. Aquaman then tells the Super Friends that while his keen aquatic telepathy may be for marine creatures only, he and Superman believe it will be enough to find the real Wonderdog amidst the clones, if the real Wonderdog is there. Batman comments that the ego of the Legion of Doom, and Luthor in particular, would have it no other way, and that they would naturally add in the real Wonderdog as a way to further humiliate the Super Friends. Robin wonders if this new information may spell humiliation only for the Legion of Doom!

Part XLI: Attack of the Legion

A loud sound gets the attention of the Super Friends. Coming from right outside, they turn on the security camera and see the entire Legion of Doom breaking through the defense shields with Luthor and Brainiac firing the X45 and X52 disintegrators! The disintegrators make short work of the defense shields, and the Hall of Justice is vulnerable to attack!

Chapter 10: Showdown

The Final Stand!

Part XLII: Wonder Twin Powers...?

As the shocked Super Friends stare in stunned silence at the monitor, the Justice League computer warns the shields have been disabled. Zan looks to Jayna and asks her if she wants to try "once more" just for old time's sake. Jayna, who understands what Zan is saying, agrees. Then, though it is no longer necessary, the two touch hands and cry, "Wonder Twin Powers: Activate!" Zan takes the form of an ice wall right where the door is. Jayna turns into an elephant and leans against Zan. Zan tells Jayna to be careful, because she is rattling his teeth.

Part XLIII: Invasion!

Batman is grateful the Wonder Twins have given them some extra time, though he figures it to be less than a minute. He needs to come up with a plan, and fast! But still even fast is not fast enough, for the Legion of Doom shatters Zan, throws Jayna across the room (obviously this was done by Bizarro or Grundy) and they enter the Hall of Justice followed by a vast number of Wonderdogs. Some are wearing kryptonite collars, Zan and Jayna deactivate powers.

Part XLIV: Aquaman to the Rescue

Superman, still recovering from the last dose of kryptonite, goes down immediately. Jayna turns into a giant eagle and carries him out of the Hall of Justice. Dropping him off some distance away, she returns to find a fight in progress. She lifts Aquaman above the battle and Aquaman, using his keen aquatic telepathy, soon finds the real Wonderdog. He yells down to Zan that Wonderdog is just to his right. Zan covers Wonderdog with an ice cage.

Part XLV: Free to Act

Jayna and Aquaman rejoin the battle in progress. Batman, dodging a blow from Riddler, quickly fires a Bat-Tranquilizer into the ice cage and Wonderdog falls asleep. As the battle rages on, everyone notices the remaining dogs are starting to fade away.

Part XLVI: End of the Legion?

Too late the Legion realizes they have run out of time. The clones have expired (leaving only kryptonite collars on the floor) and they are now alone against the Super Friends. Wonder Woman twirls her magic lasso and ropes all but Giganta and Luthor. But even those two alone pose a threat to the Super Friends!

Chapter 11: Capture

Legion in Custody.

Part XLVII: Giganta

Giganta grows through the roof of the Hall of Justice. She lumbers away from the Hall to make her getaway. Superman, now recovered, sees her leaving and after a "Great Krypton!", he flies off after the giantess.

Though small and seemingly insignificant when next to Giganta, Superman still manages to pick her up by pushing on her stomach. He carries her to a lake close by and drops her in. "I guess your all wet!", cries the man of steel.

Giganta, now furious at Superman, shakes her fist at him and shrinks down to her normal size. Superman spies a metal beam off to the side of the lake and wraps it around Giganta, telling her that should hold her until the proper authorities arrive.

Part XLVIII: Luthor

Luthor, with the X52 disintegrator ray in hand, sees an opportunity to escape. Those other fools may have been caught in Wonder Woman's lasso, but he'll get away to fight again! Distracted by Giganta, no one notices Luthor slip out. No one except Marvin, who warns the Super Friends that he's getting away. But it seems Marvin's warning is too late, for Luthor is barely visible now.

Robin cries out with a "Holy Something-or-Other" and Batman tells him not to worry, because Luthor isn't going anywhere. He pulls out Marvin's enhanced Batarang

and tosses it perfectly toward Luthor. The Batarang flies the extra distance and konks Luthor in the head, forcing him to drop the X52 and rendering him unconscious.

Batman asks Robin what he thinks of the new Batarang, and Robin says (of course) that it is a real knock-out. The Legion is captured, the threat is over.

But what about Wonderdog?

Chapter 12: Fate of Wonderdog

Good Comes From Evil

Part XLIX: What of Wonderdog?

The Legion is in custody and the effects of the Bat-Tranquilizer begin to wear off. Wonderdog is transferred to another cage and Zan and Jayna are back to normal.

As Wonderdog comes around, he begins to bark again. He acts as though he does not recognize the Super Friends. With a "Holy Amnesia, Batman!", Robin wonders what to do now. No one has an answer.

Then Wendy kneels before the cage of the snarling Wonderdog and begins to talk gently to him.

Part L: Memory Returns?

Wendy asks Wonderdog if he remembers testing Marvin's batarang. Or if he remembers Dr. Palagian and his war on pollution. Or if he remembers Professor Goodfellow's giant computer that did everyone's work for them until a mouse got into it. Or if he remembers the time she cracked an egg over Marvin's head after King Plasto.

Wonderdog stops barking. Superman tells her to keep it up.

Wendy asks Wonderdog if he remembers Dr. Gulliver shrinking the Super Friends and storing them in bottles on the shelf. Or if he remembers Dr. Shamon mining gold from the sky.

Wonderdog whimpers.

Wendy smiles and asks Wonderdog if he remembers Sir Cedric of Scotland Yard, or the alien balloon people landing the flying saucer in the yard right next to the doghouse.

Wonderdog faints dead away.

Part LI: Love Conquers All

As the Super Friends watch, a startling metamorphosis occurs. Wonderdog glows with an peculiar light and begins to grow younger! Younger and younger he becomes, until he is but a puppy. Then he wakes up and looks around. He barks, happily this time, and licks Wendy's hand.

Aquaman lets him out of the cage and he frolics around the Hall of Justice. He stops when he sees Marvin and jumps up into his arms. Batman tells Marvin that appears he has retained his memory and that he has his life to live all over again with Marvin. Wendy and Jayna both shed a tear of joy. Wonderdog has become a small wonder!

Part LII: A Fond Farewell.

After Wendy makes a dinner for the Superfriends (celebrating Wonderdog's new youth), the Wondertwins say goodbye and head back to Exxor. The remaining Super Friends realize this may be the time they meet as a group. They leave together. Batman locks the Hall of Justice and gives one key each to Wendy and Marvin. "You never know when you may need it," he says. "After all, we trained you to be super heroes."

With that, each of the Super Friends go their separate ways, while a dark and unused Hall of Justice longs for action once again.

(THE END)

Afterword:

This story turned out pretty much the opposite of what I expected. Everything I originally envisioned is the same, up to chapter twelve. Then it took a dramatic turn. I had planned originally to kill Wonderdog, as I did, and then I had planned to kill him again at the end. This time he would *stay* dead.

Then came Rozakis.

Bob Rozakis suggested I not do this. What follows is not verbatim of course, that is between he and I. But it did go a little something like this:

Thomas: I'm going to kill Wonderdog.

Bob: You can't.

Thomas: Yes I can.

Bob: No you can't.

Thomas: Why not?

Bob: Nobody ever dies in the Super Friends. It is forbidden.

Now here I thought I had him. I can think of two episodes just off the top of my head where people died. The first is *Wanted: The Super Friends*, wherein each and every Super Friend dies at the hands of the fiendish Legion of Doom. But that didn't count because it was not really the Super Friends who died. In fact, nobody died because the duplicate Super Friends were never really alive.

The second is *Death of Superman*, which, as the title implies, has us seeing the death of the Man of Steel himself!

Bob: But he came back.

Thomas: So what? He died, didn't he?

Bob: Are you sure?

Thomas: Of course I'm sure. It was the Death of Superman after all.

Bob: But are certain that he actually did die?

Thomas: Ummm....well....that is to say....errr..... no.

Bob: See? No one dies in the Super Friends.

Then it dawned on me. I can go back into my past and know that I have read thousands upon thousands of super hero comic books. (And I mean that literally. Thousands upon thousands. The reason I read them is a complex essay in itself, and I will not only write it, but I will also publish it one day in an autism journal.)

But who wrote, and who edited many of those same books I read?

Bob Rozakis.

So for me to tell him he's wrong about this would be like him telling me I know nothing of autism or advocacy.

Now he *did* tell me I could do anything I wanted to in fan fiction, which is really all this is intended to be. But he was also aware that I wanted to write quality work. (Never mind that when it comes to the Super Friends, "writing quality work" is not possible.) It took him a while, but eventually he was able to convince me to keep our four-legged friend.

Once I realized I couldn't kill WD, I pondered what to do instead. Then I thought I would take a rather autistic approach to the situation and go to extremes to do the opposite. That is to say, if I couldn't kill him, I would give him his life back. WD now has all his memories *and* his life to live over again. It is possible he will be the record holder for age of a dog.

As for the original ending, please check the "Unofficial Director's Cut" version of this story on my web site. It is not to be considered the actual story. *This* version is the actual story, with WD dying and living again.

And my thanks to Bob Rozakis. Having written both versions, I do have to say I like this one better. (**DISCLAIMER:** Other than the suggestion to keep Wonderdog, Bob Rozakis had *nothing* to do with this. The bad writing is all mine. **FURTHER DISCLAIMER:** Bad writing was the only way I could make this work!)

Thanks for reading this story. It may be the worst thing I have ever written, but it may have also been the most fun to write.

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