

LALA THE MAGICAL (LALA PROLOGUE)

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Loading your cassette. (Laia the Magical loads in approximately 3 minutes 30

seconds)

48k ZX Spectrum

Type LOAD "" press ENTER and start the tape. Note: LOAD is obtained by pressing the I key after turning on your computer or while the K cursor is flash-

The "" are obtained by holding annibol shift and pressing the P key twice. There is no space between the "" marks.

128k ZX Spectrum

Please select 48k mode and follow above procedure. There are no additional elements for 128k users.

Loading should be practically error free on upper-middle volumes, though if the tape fails at any time during the LOADING process, then please rewind the tape, adjust the volume control and try again. If failure persists then please try the other side of the tape.

All Monument cassettes are tested before shipping, but if for any reason the game fails to load after all efforts, then please contact Monument Microgames at: Microgames2000@yahoo.co.uk

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lease use the subject header: "Tape clinic"

THE STORY OF LALA THE MAGICAL

LALA WANTED TO BE A WITCH B ANY MEANS POSSIBLE, SO SHE ENTERED THE GREAT WITCH ACADEMY, LED BY THE ESTEEMED MISTRESS MORGANA LA MARRANA. BECAUSE OF THE WORLDWIDE WITCH-SHORTAGE, LALA WAS ADMITTED WITHOUT QUESTION AND REMAINED AS MORGANA'S SOLE PUPIL. MORGANA HERSELF TAUGHT THE FUNDAMENTAL BASICS OF MAGIC AND SORCERY TO LALA, WHO, AS IT TURNED OUT, WAS NOT A VERY GOOD STUDENT

EAGER TO IMPRESS, BUT QUICK TO FAIL, LALA STRUGGLED WITH THE DELICATE CONCEPTS OF ALCHEMY, WITH EACH OF HER POTIONS A SPUTTERING DISAPPOINTMENT. BUT SHE NEVER GAVE UP, AND, WAS EVER DETERMINED TO MAKE HER MISTRESS PROUD.

ONE DAY, HER MISTRESS MORGANA HAD RUN OUT OF A SPECIAL INGREDIENT, AND RATHER THAN RELY ON HER NEW STUDENT, SHE SET OFF FOR THE SUPERMARKET TO BUY SOME, WHILE LALA REMAINED ON HER OWN IN THE ACADEMY WITH ALL THE SPECIAL MACHINES AND MAGIC FILTERS AT HER DISPOSAL.

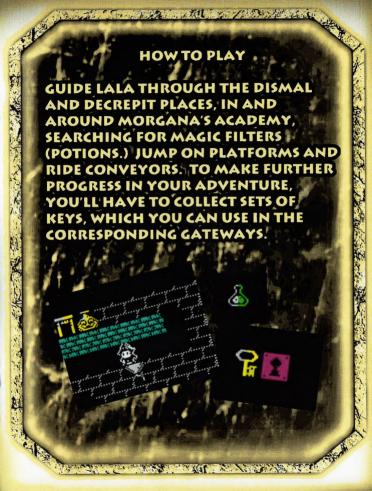
INSTEAD OF BOOK-STUDY, LALA BEGAN EXPERIMENTING WITH SOME BASIC SPELLS. AS USUAL, THE RESULTS WERE NOTHING MORE THAN PLUMES OF GREY SMOKE, SOMETIMES WITH A LITTLE FIZZLE OR SPARK, BUT MORE OFTEN WITHOUT.

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SHE OPENED THE WINDOWS TO FRESHEN THE AIR AND LAMENT OVER HER CONTINUAL FAILURE, AND IN THAT VERY MOMENT THE SOLUTION CAME TO HER, THE REASON FOR HER MISTAKES. OF COURSE, IT WAS OBVIOUS!

BUT BEFORE SHE COULD EVEN TURN AROUND, THE SHELVES FINALLY GAVE WAY UNDER THE WEIGHT OF HER SPELL-BOOKS AND POTS. WITH AN ALMIGHTY CRASH, THE MAGICAL FILTERS AND CHEMICALS WERE TOPPLING OUT THROUGH THE WINDOW AND SCATTERING ALL AROUND THE LAND. LALA COULD ONLY LOOK ON IN HORROR.

"NO! I'VE GOT TO GET THEM BACK BEFORE MORGANA RETURNS!" AND SO LALA'S QUEST BEGINS.



AVOID TOUCHING THE BATS,
CREEPY-CRAWLIES AND OTHER
BEASTS SWARMING THROUGH THE
LAND, AND BE WARNED THAT
SPIKED TRAPS CAN BE FATAL. TO
RECOVER SOME OF YOUR LIFE
ESSENCE, YOU CAN EAT THE HEARTSHAPED LOLLIPOPS THAT WILL
APPEAR ONCE YOU'VE COLLECTED
FILTERS FROM AREAS PREVIOUSLY
VISITED.

YOUR MISSION WILL BE COMPLETE, ONCE YOU HAVE COLLECTED ALL 25 MAGIC FILTERS.





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KEYS

KEYS ARE PRE-DEFINED AS FOLLOWS:
O = LEFT
P = RIGHT
Q - SPACE = JUMP

GOOD LUCK IN YOUR QUEST.



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AND MORE TO FOLLOW!

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DESIGN AND PROGRAMMING BY THE MOJON TWINS.

HELLOS TO NA THAN, ANJUEL AND CO, SIMON ULLYATT, SZNORKY AND SHNOOK.

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