



W.A.

The Magical

INSTRUCTIONS

**LALA THE MAGICAL  
(LALA PROLOGUE)**

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PUBLISHED BY MONUMENT MICROGAMES  
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**Loading your cassette.**

(Lara 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 J key after turning on your computer, or while the K cursor is flashing.

The "" are obtained by holding symbol 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

Please use the subject header: "Tape clinic"



## THE STORY OF LALA THE MAGICAL

LALA WANTED TO BE A WITCH BY 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 AFTER ALL.

**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.**

**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 TOP-  
PLING 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.**



## HOW TO PLAY

**GUIDE LALA THROUGH THE DISMAL AND DECREPIT PLACES, IN AND AROUND MORGANA'S ACADEMY, SEARCHING FOR MAGIC FILTERS (POTIONS.) JUMP ON PLATFORMS AND RIDE CONVEYORS. TO MAKE FURTHER PROGRESS IN YOUR ADVENTURE, YOU'LL HAVE TO COLLECT SETS OF KEYS, WHICH YOU CAN USE IN THE CORRESPONDING GATEWAYS!**



**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 HEART-  
SHAPED 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.**





## KEYS

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**KEYS ARE PRE-DEFINED AS FOLLOWS:**

**O = LEFT**

**P = RIGHT**

**Q - SPACE = JUMP**

**GOOD LUCK IN YOUR QUEST.**



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**CATACOMBS OF BALACHOR  
ZOMBIE CALAVERA  
LALA THE MAGICAL  
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GAME ABOUT SQUARES  
BALACHOR'S REVENGE  
CRAY 5  
SID SPANNERS COLLECTION  
FUTURE LOOTER  
METAL MAN RELOADED**

**AND MORE TO FOLLOW!**

**LALA THE MAGICAL  
PUBLISHED BY MONUMENT MICROGAMES**

**DESIGN AND PROGRAMMING BY THE  
MOJON TWINS.**

**HELLOS TO NA THAN, ANJUEL AND CO,  
SIMON ULLYATT, SZNORKY AND  
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