

# ILLUSION of GAIA

## Journey into the Dark Side of an Ancient Civilization

Radiating an ominous light in its path, the Chaos Comet threatens the existence of the planet. Battles erupt and a tentative peace is returned to the lands. Danger lurks as the Chaos Comet orbits and dreadful beasts lie waiting.

In the Age of Exploration a boy named Will is born. Tragedy strikes during an expedition to the Tower of Babel separating Will from his father. Telekinetic forces awaken as Will returns to South Cape. Armed with his transformation abilities of two great warriors, Will must save the planet.

Gaia, Will's guiding spirit, bestows magical powers and advice along his journey. With the help of his friends Will must battle relentless enemies and solve the puzzles of the ancient ruins. Patience and knowledge are essential to reunite this father and son.

- Three players can save their journeys through entries into Will's travel diary.
- Battery back-up saves your progress.
- 60 hours of game play.
- Over 22 locations.



Only For →  
Nintendo

SUPER NINTENDO  
ENTERTAINMENT SYSTEM

SUPER NINTENDO  
ENTERTAINMENT SYSTEM

Only For → Nintendo

# ILLUSION of GAIA

# ILLUSION of GAIA

KIDS TO ADULTS  
MILD VIOLENCE  
Visit [www.esrb.org](http://www.esrb.org) or call  
1-800-771-3772 for Rating Information.

SNS P JG

Nintendo

SOLD BY

Nintendo



### IMPORTANT!

BEFORE USING YOUR SYSTEM, CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET.

FOR SALE, RENTAL AND USE ONLY IN USA, CANADA, MEXICO AND LATIN AMERICA



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

MADE IN JAPAN

Nintendo

Game Pak (SNS-006)

© 1994 NINTENDO. GAME BY NINTENDO. TM AND RARE TRADEMARKS OF NINTENDO OF AMERICA INC. 1994 NINTENDO OF AMERICA INC.

