

# Secret Ties FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Aug 6, 2006

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--                               Secret Ties                               ==  
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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

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2. - Walkthrough  [ST.2] searchable. That means that you could press ctrl+f  
3. - Game Script  [ST.3] and a search window will appear. Enter either the  
4. - Codes        [ST.4] name of the section or the code to that section. The  
5. - Disclaimer   [ST.5] code is the characters in the brackets.  
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## 1. - Controls [ST.1]

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D-Pad - Move  
A      - Jump  
B      - Attack  
Start  - Pause  
Select - No use  
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```

## 2. - Walkthrough [ST.2]

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                                     /=====\  
-----|           Stage 1           |-----  
-----|           Incan Temple       |-----  
                                     \=====/  
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o-----o  
|Story|  
o-----o
```

"The great Silk has stolen everything from beautiful women to atomic weapons, but this? This should be easy!! What... You don't think so? Watch this..."

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o-----o  
|Enemies|  
o-----o
```

Bats - These will fly from side to side. They are very easy because they never really aim for you, they will just fly into you if you're in

its path.

- Shooters - These will move up and down and shoot at you when it sees you. They are a little hard to avoid but you'll get the hang of it with practice.
- Sentry - These will be in the ground, they will pop out to shoot you. Just pay attention because you could see them when they are hiding underground.
- Knight - These will walk towards you and try to fight you. They're easy to kill and easy to avoid.
- Bomb - These will move away from you, when you are close enough, it will shoot out some explosives. Be careful when you are close to them.

o-----o  
|Walkthrough|  
o-----o

You will start off in an empty room, start moving to the right. There will be three bats in this room. Kill them as you fall towards the bottom of the room and into the next room. Now you will reach some shooters. Stay on this top left platform and wait for the shooter on the left to reach you. Quickly attack it before it shoots you. Jump down and kill the other one. Keep going down for two sentries. Fall down again and a knight will run away. Chase him and fight those two knights in the room. Go into the next room and kill the sentry. Look at the statues at the top, the second one will drop its mask near you when you try to pass so make sure not to get hit by it.

Go into the next room and kill those two knights. Go into the next room for a bomb moving around. Jump up into the next room and there will be a sentry hiding. Kill it and fall down and start moving to the left. Avoid the spikes down here and enter the next room. Avoid everything in this room and go into the next room. Kill these two knights and fall down the hole. Now you will have to fight Bioman. Just attack him and he will stop. He will go into a different stance and dive at you. Jump over that dive and keep attacking him. If you jump when he's in that stance, he will jump towards you. If you're far enough away, he won't do anything.

/=====\  
-----| Stage 2 |-----  
-----| The Palace of Zan |-----  
\=====/  
  
o-----o  
|Story|  
o-----o

"Curse you Vince for the trouble you have caused me. Nevertheless, I must save Reiko..."

o-----o  
|Enemies|  
o-----o

- Guards - These will walk around with or without a gun.
- Minis - These are small and jump around. Be careful when you are close to them.

Fighters - These people are quicker and when you kill them, it will release a mini or some other item.

Shooters - These will move up and down and shoot at you when it sees you.

```
o-----o
|Walkthrough|
o-----o
```

Move to the right and you will reach two guards. Avoid their shots and attack them. Move to the right and climb the wall. Fight the guard up top and jump down. Fight that guard and slide under the wall. To slide, press Down+A. Watch out for the falling spikes. Keep moving to the right and fall down the hole when you reach it. Quickly move to the right so you could get onto that path. Keep moving along this path and get to the end of the path. Always take the high path and you will reach a boss fight. All this boss will do to you is hit you with her whip. Just avoid her attacks and keep attacking her. Get into the next room and avoid his first attack. Corner him and keep fighting him until he drops the key. Grab the key when you can. Now go back to the area with the acid and the big door in the middle. Go through the door. Avoid the fire and fight the enemy on the ground. Now move just a little further to the right.

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/=====\
-----|      Stage 3      |-----
-----|    South America    |-----
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o-----o
|Story|
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"If the power of these "Three Forces" is real, I can't let that madman Vince get his hands on them. On the other hand, I can't let him get his hands on Reiko either. Hang on, sweetheart, Silk the world-famous thief and messiah is coming..."

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o-----o
|Enemies|
o-----o
```

Natives - These are like the knights of stage one but they avoid your attacks easier.

Balls - These will bounce around. Just keep punching them when they come near you until they die.

Fighters - These people are quicker and when you kill them, it will release a mini or some other item.

Sentry - These will be in the ground, they will pop out to shoot you. Just pay attention because you could see them when they are hiding underground.

Crabs - These will move fairly quickly. When you come near them, they will jump towards you so be careful.

Plant - These will move very quickly along the ground. Every once in a while, they will stop and shoot things into the air.

- Dog - These run across the screen quickly and hop. They will take a break once they run across the screen and back.
- Snake - These will walk across any surface and will keep reappearing when one gets killed or walks off the screen.
- Floater - These will float side to side and move up and down a bit.

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o-----o
|Walkthrough|
o-----o

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Go to the right and you will reach two natives. Beat them up and go down the stairs. There will be two more natives in this room. Kill them and enter the next. There will be a falling crate in this room. Make sure to avoid it as you move towards the next room. Kill the two balls in here and continue to the next room. Pay attention to the two shooters on the ceiling. Avoid them and avoid the fighter ahead of you. Go towards the next room. Jump the gap over the spikes and attack that native. Move into the next room. Watch for the sentry at the top of the stairs. Now move down and kill those little crabs. Enter the next room. Climb up onto this pillar and stay on the far left. Look to the right and do a slide kick. You will enter a trap that will bring you over the spikes and to the other side. Go through the next two rooms which will have fireballs shooting towards you. Afterwards will be a plant enemy. Fall down and jump over the dog. Climb up this next room and to the right. Keep moving to the right through all of the screens. When you can, take the high path because it will be the only way over the spikes up ahead. You will reach the boss fight after those spikes. Just keep kicking the boulders back at it until it stops attacking.

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/=====\
-----|      Stage 4      |-----
-----|      Japan       |-----
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|Story|
o-----o

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"This mission is starting to stretch a little farther than I thought. I'm going to have to call my travel agent about a "frequent-flyer" program..."

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o-----o
|Enemies|
o-----o

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- Ninja - These will come down and try to fight you, some have throwing stars so keep paying attention to them. Some will also climb up walls.
- Mini - These small little guys will jump around you trying to attack you.
- Spider - These will walk around on any surface.
- Ghost - These only move side to side and they can only take one punch.

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o-----o
|Walkthrough|
o-----o

```

Move to the right and don't stop moving until you fall into the hole. If you

stop, you will have to fight the ninja that will jump down from the top right corner. Get to the very bottom of this area and move to the right and into the next section. The only way to go now is down. Now fight this ninja to the left. Slide under the platform afterwards and fight these two ninjas one at a time. Climb up the right side to get up two screens. Move to the left at the top and climb up that wall. Move to the right when you reach the top. Move to the right and get across these moving platforms. Climb the wall over there. Move up one level and then to the right. Fight the enemies here and get to the top again. Move up and then to the right. Punch the tombstone and fight the two ghosts. Punch it again and a hole will open that you have to enter. Move to the right and avoid the spikes. Keep moving to the right and slide under the platform. Move across these moving platforms and enter the next area. Avoid these things flying around and fall on the rocks near the bottom. Jump across these and to the right. Get to the bottom and onto the moving platform. Jump onto the other platform to the left and climb up the wall to enter the next area. Climb up this area and to the top of the next. Jump to the right to enter the next area. Fall down and get past those enemies. Climb the wall there and move to the right. Move to the right of this area and climb the wall. Move to the right on the top platform and climb that wall to reach the boss. This guy will just throw a chain at you or punch you. Don't be too far away or he will throw the chain. If you stay in close for too long, he will punch you. Climb up when you're done.

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-----|          Stage 5          |-----  

-----|          Incan Temple      |-----  

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          o-----o  

          |Story|  

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"What started as a simple mission, has turned into an expedition... I just hope that Reiko is alright. And just to play it safe, I'm going to hide the sacred chalice and holy water. Vince can have his stupid stone, and I'll just take my girl and split!!"

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          o-----o  

          |Enemies|  

          o-----o

```

Shooters - These will move up and down and shoot at you when it sees you. They are a little hard to avoid but you'll get the hang of it with practice.

Knight - These will walk towards you and try to fight you. They're easy to kill and easy to avoid.

Bats - These will fly from side to side. They are very easy because they never really aim for you, they will just fly into you if you're in its path.

Blobs - These will move across any surface until they walk off of the screen.

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          o-----o  

          |Walkthrough|  

          o-----o

```

Feiko isn't too hard. All she does is kick, if you slide, she will jump over

you. Jump onto the wall to avoid her and jump behind her to attack her. Keep doing that from side to side until you beat her. Enter the next room to the right when you finish talking to her. Keep moving to the right. Climb the wall at the end and get onto the higher platform. Keep climbing up here. When you reach the top, you will have to move far to the left. Climb up the next narrow area when you reach it. Move to the left and these moving platforms will be tricky to get across. You can't climb the far wall so you will have to jump across these platforms. Now jump across these next platforms that are more dangerous because of the spikes. Now this area looks familiar doesn't it? It's part of the first level. Keep falling until you reach the elevator. Stand on the elevator to bring it down.

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-----|           Stage 6           |-----  

-----|Underwater Fortress|-----  

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|Story|  

o-----o  


```

"Holy Atlantis... A city under the sea?! This must be where Vince is hiding. Thanks to him, I not only have to rescue Reiko, but I must recover the three forces, as well!! What have I gotten myself into..."

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o-----o  

|Enemies|  

o-----o  


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Guards - These will slowly walk from side to side with a gun.

Robots - These will walk from side to side and jump when you are near.

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o-----o  

|Walkthrough|  

o-----o  


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Move to the left and take out that guard. Keep moving to the left and into the next area. Keep moving to the left and fall down the hole. Grab onto the wall before you hit the ground or you will get hurt. Keep moving to the right. Avoid the electricity and move to the right. Slide under the buzzsaws. Now wait here for the shooter to come close so you could kill it. Then jump across the platforms but don't stay on them for too long or you will fall. Slide under the buzzsaws in this next area and climb the wall on the far right. Now get into the area above you and slide under these buzzsaws. Now keep moving to the left. When you reach the far left, keep falling down the areas. Now move to the right and fall down the hole when you reach it. Avoid the sentry down there and fall onto the moving platform. Jump down the hole on the right here. Keep falling and slide under the platform when there's nowhere else to go. Keep moving to the right and climb the wall at the end of this path. Climb up to the top and you will fight the boss. All it will do is bounce around, I suggest you use the gun for this one. You could select the gun by pressing Start, highlighting "Gun," and pressing A, if you haven't already found out. Move to next area to the right when you beat the boss. Now you will fight another boss. Just keep attacking his upper body with the gun and he won't even get a chance to attack. All he really does is jump, which will drop fireballs, and spit fire.

Opening Sequence:

The Power of one stone destroyed our entire civilization... One day, this same stone shall rebuild it.

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Stage One:

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Opening Sequence:

Silk: Sorry to keep you waiting.

Vince: I'd expected as much.

Silk: Wait a minute, aren't you Vince Brazen from the World-Con Security Agency? What do you want with me?

Vince: I need you to steal some ancient artifacts from an old Incan temple. That should show their government just how important a security system is.

Silk: Piece of cake... I'll do it!!

Reiko: Incan temple? I'm going with you!!

Silk: Not a chance! This is a mission, not a vacation!!

Reiko: I guess this means I'm stuck at home... again!!

Vince: Welllll... I'd be more than willing to keep your lovely lady-friend company while you're away.

Silk: Thanks, but no thanks!! Reiko, I'll see you later.

Extra Commentary:

Silk: Another day, another dollar!!

Silk: This may be tougher than I thought!!

Bioman: At last, the great Silk...

Silk: How do you know my name?

Bioman: Why, everyone's heard of the legendary Silk... But now that Legend dies!!

Vince: That's enough!!

Ending:

Silk: Vince?!? What's going on here?

Vince: You've passed your first test with flying colors. Next you must infiltrate the Palace of Zan. Once there, you must find Ryuba.

Silk: What? The Palace of Zan is one of the most mysterious and heavily guarded palaces in the world. Just looking for it could get you killed!!

Vince: So true, but you don't have a choice... Look!!

Silk: Reiko!!

Vince: Such a beautiful sight... And unless you do exactly as I say, you'll never lay eyes on her again!!

Silk: You dirty... What's your game!!

Vince: I'm thinking of making a fair exchange... your Reiko for the "Stone of Ages".

Silk: But the legendary "Stone of Ages" is only a myth...

Vince: Well, unless that myth becomes reality, your firlfriend is through!! The power of that rock will allow me total control of the world! Ha, Ha, Ha, Haaaaa...

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Stage Two:

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Extra Commentary:

Silk: If the "Stone of Ages" is so powerful, why is it kept locked up in this palace... Unused?"

Guard: Halt!! Who goes there!!

Silk: Feet, don't fail me now!!  
Silk: Do you have the key?  
Lash: What does it matter? You won't live to use it!!  
Silk: Bingo... The key!!

Ending:

Silk: What in the... You must be Ryuba.  
Ryuba: You've come for the stone, haven't you?  
Silk: Give the man a prize!  
Ryuba: Many years ago, in the hands of evil, the "Stone of Ages" caused untold damage. In order to avoid the total destruction of earth, the three forces needed to unleash this power were separated and hidden until the day that a great messiah world finally reunite them and reverse the damage done.  
Silk: Three forces?!? All I know is that if I don't come home with that stone, my girlfriend will die...  
Ryuba: And if you don't reunite the "Stone of Ages" with the sacred chalice, and holy water, we all shall die. You are the messiah and must now retrieve the sacred chalice from Tusk in South America.  
Silk: South America? You're nuts!! Just give me the stone and I'm gone!!  
Ryuba: Please... I beg you!! You are the only hope!!  
Silk: Ok, old man, but if I find out that you've tricked me... I'll be back!!

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Stage Three:  
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Extra Commentary:

Silk: Whew!! Can someone hit the air-conditioning. Please?! I've heard of "Working up a sweat" But this is ridiculous...  
Silk: Well, what do you know... A stone elephant. You're going to look great on my lawn!!  
Tusk: But first... A little test!!  
Silk: Wait a minute!! I wonder what would happen if I were to kick those boulders back...

Ending:

Tusk: A man with such ability could only mean one thing... You are the messiah!! Your reward shall be this sacred chalice.  
Silk: Easy with that "messiah" thing... Just give me the cup!!  
Tusk: I will, but it's going to cost you...  
Silk: What!?!  
Tusk: Just kidding... Even messiahs need a sense of humor!! Seriously, however, you must now go to Japan, find the Temple of Osho, and retrieve the Holy Water.  
Silk: What could Japan possibly have to do with any of this? Maybe I could visit my old friend, Duke...  
Tusk: I don't think there will be much time for social calls, but you will be extremely busy.  
Silk: Oh boy, I can hardly wait!!

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Stage Four:  
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Extra Commentary:

Silk: Now, if I were a Japanese temple, where would I stand?  
Shogu: The messiah cometh!! I admire your bravery and cunning!! However, I'm afraid your quest ends here.  
Silk: Well unless your name is Osho, I'm afraid you're in for a great deal of pain!!  
Shogu: Spoken like that of a true messiah, now let us see if you're for



real... And should you manage to defeat me, the one you seek waits above.

Ending:

Osho: When all three forces are combined, the "Stone of Ages" is capable of immeasurable power...

Silk: Now where have I heard of that before?

Osho: Hundreds of years ago, after this power nearly wiped out the entire planet, the three forces were seperated and hidden. It has remained as such ever since...

Silk: You don't say? Please, go on... "I wonder if tap-water would work..."

Osho: Yet even without the power of the "Stone of Ages," generation after generation has continued this world-destruction. And now, even as the messiah stands before me, I fear that it may be too late to cleanse our planet of the filth and decay that has festered and thrived for so long...

Silk: You paint a grim picture, Mr. Sunshine. Now, how about that holy water...

Osho: Now that you've acquired the three forces necessary to unleash the "Stone of Ages" power, you must use them to reverse the damage done. You must save the earth...

Silk: A messiah's work is never done!!

Osho: I know that deep down inside, even the great Silk has a heart that is valiant and true. I hope we meet again someday. Go forth now and complete your quest...

Silk: My only quest now is to save Reiko, but I'll take this holy water anyway, just in case...

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Stage Five:  
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Opening Sequence:

Vince: It took you long enough!! Poor little Reiko was starting to worry! I think you made her cry...

Silk: Can the small talk, scum!! I've brought you your "Stone of Ages"... Now bring me the girl!! And so help me, if you've harmed just one hair on her head.

Vince: I'm sure that by now you've figured out the underlying secret behind my desire to possess the "Stone of Ages."

Silk: Honestly, I could care less!!

Vince: Many years ago, I attempted to blackmail Ryuba. When this failed, I was forced into exile. Now that I shall possess his sacred "Stone of Ages," I shall finally have the last laugh!!

Silk: Are you trying to tell me that I risked my life and limb as a way for you to get revenge?!?

Vince: No, it's more than just that. I knew that you were the only person capable of retrieving all three forces, thus making me the undisputed ruler of earth. Now, if you would kindly turn everything to me, you can claim your "prize" down in the dungeon. And, as an added token of my appreciation, I'll even spare your life!

Silk: Eat dirt, sandworm!!

Extra Commentary:

Silk: Reiko!! Reiko!! Are you alright?!?

Silk: Wait a minute... You're not Reiko!!

Feiko: Aren't we perceptive?! Reiko belongs to us now!! But don't you worry, I'll put an end to your misery!! Ha, ha, ha, haaaaa...

Silk: Most women are usually satisfied with dinner and a movie!!

Feiko: You haven't seen the last of me yet, big boy!!

Silk: Just tell me where Vince is hiding, and we'll call it even!!

Feiko: I just love a man who takes charge!! You'll need to locate a secret underground elevator, loverboy!! And if you don't manage to find your "precious" Reiko, I'll be waiting...

Silk: Don't hold your breath!!

Silk: This must be the place...

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Stage Six:  
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Extra Commentary:

Silk: I may be a thief, but I can't stand liars!!

Vince: Some people just don't know when to quit!! It won't matter though, thanks to my nice "Stone of Ages"!! For my first trick, I will now revive the great giant, Kyojin.

Silk: Kyojin? Kyojin? Not Kyojin, the legendary pyramid mover???

Silk: Uh Ohhhhhh... I'd say it's about time I introduce Kyojin to the legendary Silk!!

Vince: What's going on?!? Why is he losing power?!?

Silk: Considering the "Stone of Ages" past, it would appear as though it's done just about all the damage it's going to do!!

Vince: What are you talking about?! Never mind... I've still got this gun with plenty of damage left to do...

Reiko: Noooooo...

Vince: I'll get you both... for... thissssss...

Reiko: Next time, I'm coming with you!!

Silk: I guess even messiahs need a sidekick.

Vince: Perhaps we can... continue... this touching moment... after... the explosion...

Silk: Explosion?!? Reiko, that's our cue. Grab the "Stone of Ages" and let's make tracks...

Reiko: Never a dull moment... That's my Silk!! Catch...

Ending:

Silk: I guess there really was something to what Osho said. And he was right! No "legend" or "myth" can correct a thousand years' damage to our planet. And unless we all make a concentrated effort to do something about it, the only way to go will be down!!

Reiko: O-who? What are you talking about?!?

Silk: Nothing... Just thinking out loud. Now, how about a real vacation. Perhaps we could visit some old Incan temples for fun this time!! Just be sure and remind me to find a new line of work when we get back. This messiah thing is just too much!!

Reiko: Like I said before... Never a dull moment!!

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4. - Codes

[ST.4]  
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Stage Two:

Face from top to bottom: 4,4,1,4

Price: \$31502

Stage Three:

Face from top to bottom: 2,3,2,3

Price: \$31104

Stage Four:

Face from top to bottom: 3,1,3,2

Price: \$31205

Stage Five:

Face from top to bottom: 1,3,4,3

Price: \$05411

Stage Six:

Face from top to bottom: 2,4,2,1

Price: \$33313

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5. - Disclaimer

[ST.5]  
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