

## **Secrets for Duke Caribbean, Life's A Beach, Add-on**

This secret list is written by ARR29.

I would like to say thanks to ARR29 for giving me permission to put his secret list on my site.

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A note about secret places:

For a secret place to count at the end of the level, you have to have made the message, "A Secret Place" appear. You have to move into compartments or alcoves that are secret places far enough for the message to appear. Sometimes, when you move in to get the goodie there, the message telling you what you've picked up appears instead because the screen can only display one message at a time. Usually it still counts. If you get to a secret place by swimming underwater and then surfacing, you usually have to get out of the water and step on the land to have the message appear.

### **There are 9 in Level 1 Caribbean Catastrophe**

- 1) In the hotel lobby, go to the end of the pool nearest the desk. Face the elevator and dive in to the bottom. Go straight through a low passage and surface. Jump over the walkway and dive again. This secret place can also be accessed another way. As you exit the Island Gift Shop, turn right. As you exit the next door, dive into the small pool to the right. You will see a low passage there. Swim inside and surface at the end. Be sure to turn around when you surface. (Thank you drmayeda for pointing this second method out).
- 2) In the Island Gift Shop, press the cash register.
- 3) By the pool on the roof, there is a Cola machine. Press it.
- 4) In the area where you find the blue key, go to the fan housing. On the back of the housing is a switch. You have to crouch to press it.
- 5) As you jump back into the window, after getting the blue key, go out the door to the left. At the corner of the hallway, kick out the window glass and jump onto the sill. Straight across, behind the palm tree, is a narrow ledge. You have to use the Hot Sauce (steroids) to make the jump across. Once there, turn to the right.
- 6) When you open the blue door, jump up to the window to the left or right. Kick out the glass and jump down. Crouch down to go out the passage but stay on the ledge there. You will see a switch on the far wall. Jump to the walkway and flip the switch. Jump to the hall that opens to the right. Once upstairs, kick out all the fans starting at the right.
- 7) In the rotating bar, go behind the bar. Press the wine rack on the right.
- 8) In the Karaoke room, press the microphone.
- 9) From the Karaoke room, follow the arrows. In the lower room with the window into the pool, press the telephones. The poster to the right opens. To get in there, you have to jump from back near the table. This panel is timed.

Note: These are not secret places but are things to find with goodies.

- 1) Press the phones next to the elevator off the main lobby. A timed panel behind opens.
- 2) Upstairs by the blue door, press the snack machine. A timed panel next to the blue door opens.

3) After you exit the red elevator, press the cola machine. A panel next to the elevator opens.

### **There are 7 in Level 2 Market Melee**

- 1) As you exit the cell, turn left and blow open the weak spot in the wall.
- 2) From the cell, go straight ahead to the left corner. Go in the door, into the small market. On the back wall is a Cha-Cha poster. Press it and the Cha-Cha poster outside, across from the door, opens. It is timed, so you have to run fast.
- 3) Once inside the secret area above, turn to the left and go into the fish market. Jump into the small pool of water and dive. Go to the end and surface. You have to get on the ledge for this secret to count.
- 4) As you go out the exit door of the main market, (where the second bus is), walk out on the ledge where the pistol ammo is. Turn right and jump into the false second story window of the building.
- 5) As you get the red key, look across the area to above the Cha-Cha poster. There is a switch there. Shoot it.
- 6) Face the yellow access door. Follow the hall to the left and go outside. Go into the room to the left. Jump up on the top crate in the middle of the room and flip the switch in the skylight.
- 7) Face the boat with the exit switch. Follow the dock to the left behind the stairs. Press the wall below the stairs.

**MAJOR NOTE:** This level has the exit to the secret level of this add-on. In the secret area #2 above, as you enter the open area, turn right and go into the fruit/vegetable market. As you enter the door, turn left and left again to face the stand. You will see two hanging bunches of garlic(?). Jump into this stand between the hangings. Crouch, go against the wall and then back up. You should fall into the secret exit.

### **There are 5 in Level 3 Mr. Splashy's**

- 1) After you enter the main gate, dive into the pool to the right. Blow open the weak spot in the wall, swim in and surface.
- 2) In the first "kiddie" ride, after you have found the control room, flipped the two switches, and followed the hall behind the dancing girl, you come to a door that opens to a red glowing ledge area. Jump across to the other side. The back of the two center alcoves are false.
- 3) Jump behind the counter of the consession stand and go downstairs. Go between the crates. Crouch and press the hand print on the crate. Kick out the air duct grate.
- 4) & 5) In the ride accessed by the yellow card, you will come to an area with light colored wood arches. Jump up to each side.

Note: In the yellow card ride, you can jump onto the sides of the water flume where you see the palm trees. If you go over the sides you'll take damage. Walk along the sides back to the doorway. Press the spacebar and a platform lift will raise. You can use it to safely go down to the ground.

### **There are 5 in Level 4 The Wavemistress**

- 1) Press the snack machine to the right of the Cruise Director's desk.

- 2) About half way through the room full of crates, jump up on the crates to the right. There is a banana there, but jump up a second time and you'll find a switch. Crouch and press it.
- 3) As you get to the end of the crate maze, jump into the large crate in the corner.
- 4) After you get the blue key, go to the far end of the blue glowing room. Opposite the stairs, a panel has opened. Jump up to get inside.
- 5) As you exit the elevator back into the crate maze room, turn left. A section has opened.

### **There are 3 in Level 5 Lost Lagoon**

- 1) After you jump back across the gorge, from pressing the hand print switch on the yellow pyramid, face back to the gorge. Get up next to the wall on the left and step off the ledge. You will land on a narrow ledge below and you will take some damage. Follow the ledge.
- 2) In the red glowing room with the crushing ceiling, crouch down as you enter the room. Run to the face switch in the middle of the room on the right and turn around. A panel in the second fire alcove from the doorway will open. You may not see the 'A Secret Place' message here since it appears as you just get past the fire and the message for the 'Pearl Health' appears.
- 3) After you are returned to the low cavern area where you found the sunglasses and message on the wall, you go out to a wide stream. There is an ice crusher to the right. Swim upstream to the left. (You can do this by repeatedly pressing the 'A' key to jump as you move forward while using the Run mode or just use the jetpack). You will come to a very large waterfall. Swim into the base of the falls in the middle. (Thank you again drmayeda for finding this one).

Note: 1) As you first enter the upper area where you first see the large statue on the far ledge, go to the edge on the right. You will notice a small ledge on the wall. Jump to it and turn back to the right. You will see a cave in the wall. Jump to it.

2) As you face where the Octabrain and air tank are, there is a dark shadowed area to the left, dive all the way down to the bottom.

### **There are 9 in Level 6 Voodoo Caves**

- 1) In the first room with the blue access door, follow the path on the left to the stream. Go to the right. There is a weak spot in the far wall under the water. Blow it open, swim inside and surface.
- 2) From where you first find the stream, turn left and go upstream to a small open area. Blow off the top of the palm tree. Behind it is a cave.
- 3) Jump from the top of the palm tree (above) to the ledge on the right, then to the top of the waterfall. As you jump up on the ledge to your right as you enter the next area, press the handprint switch on the wall to the right.
- 4) Dive in the pool in front of the red door. You will see a weak spot on the wall of a small alcove. Blow it open and as you enter the next area, low and to the right is an opening. Swim in and surface.
- 5) After you use the blue key, turn left and enter the next room. Break the stained glass window and flip the switch.

- 6) In the room where you have to shoot the switches to get the red key, do not go down the stairs. As you face the red key, turn around and go out the other door. As you go through the door, look up. You should see part of a waterfall. Jump up there. Be sure to go back and get the red key then go down the stairs.
- 7) After you use the red key, go out onto the bridge and turn to the left. Jump toward the waterfalls. You should land in the water below. Surface and swim into the falls on the right.
- 8) Across from the falls is an elevator. Take it up and as you exit, you should notice an angled ledge up and to the left. Jump up there. (You can jump back onto the bridge from here).
- 9) On the far side of the bridge, follow the path up to the left. After you open the door via the three button switch combination, you enter a room with small falls and ledges. There is a ledge on the far side of the room from where you enter. Jump up there and turn around. Jump back across the stream to the ledge along the wall. You should notice a darker section of the wall. Press it.

### **There are in Level 7 The Alien Remains**

- 1) In the room where the door with the blue and red lock is, turn to the glowing area to the right. There is a weak spot on the left pillar. Blow it open and dive to the bottom and follow the tube. When you exit, surface. Jump up to the rocks. There is a switch on the dark side of a wall in the center. Jump up to the control room above.
- 2) In the room with the two moving ramps, at the base of the ramps, jump into the crate on the left. Press the switch and then jump up on the crates against the wall. Press the switch on the pillar there and the crate next to the first one lowers.
- 3) To the right of the stairs to the room with the 9 button switches with rectangular symbols, there is a door. Crouch and press the button on the right baseboard. Go back toward the stairs and get shrunk and RUN under the door.
- 4) Opposite the first large door with the image of a Battle Lord's head, press the panel.
- 5) Jump inside the alcove above and press the back wall.

Note: When you get into the room in secret #3, dive into the pool. On the wall to the right of the column is a sign saying 'UP'. Press it and a panel opens in the column. Press the button there and the wall behind you opens. (Thanks to SGERMGERM for pointing out this method of opening this wall). You can also get into this area while you are shrunk in secret #3, if you dive in the water, while still running forward, you should slip through a slot in the wall. Be careful trying to get in here this way, because if you get large while going through the slot, you die. Once inside be prepared when you surface. You can just swim back out without being shrunk.

### **There are no secrets in Secret Level 8 A Full House**