

Secret Places In Duke It Out In DC

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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There are 3 in Level 1 Hell To The Chief

- 1) Downstairs in the press room, face the podium. To the left is a hallway. In the middle of this hall is a dark area. Follow the zig-zag in this area to a room at the far end.
- 2) On the main floor, in a large meeting room there is an American flag in one corner. To the right of the flag is a panel that opens.
- 3) Also on the main floor, there is a smaller room with a fireplace. Open the picture across from the fireplace. (Be sure to check out the fireplace itself).

There is only 1 in Level 2 Memorial Service

- 1) Once you find the Red key, climb through the fence in the room where the switch is. Jump down into the pool with the octabrain. To the right is a duct that you have to swim into. This one is like the secret place in the strip club air duct of Level 2 Red Light District, in as much as you have to go this way. It counts though.

There are 3 in Level 3 Nuked Files

- 1) Face the main entrance to the FBI building. Go down the street to the left. Jump onto the crate and then onto the ledge of the building above. A couple of windows down the ledge there is a false window to jump into.
- 2) As you enter the room accessed by the yellow key, turn left. Turn left again into a darkened hallway. Follow it around and go to the far side of the table. As you get there, the wall behind you should explode open. Go into the hole in the wall. There is a weak spot in the wall behind the flame. Blow it open.
- 3) In the main lobby area, jump into the space between the escalators. There is a small panel to open there.

There are 7 in Level 4 Smithsonian Terror

- 1) In the main lobby, face the information desk. Go down the hall to the left and go into the women's bathroom. There is a weak spot in the wall of the last stall. This secret area can also be accessed from one of the pools of water in the Ancient Worlds courtyard.
- 2) In the Polaris Outpost area, there is an "L" shaped display. Jump into the display on the side where the spacesuit is. Turn around and crouch down and flip the switch. This will open the opposite door for a few seconds. Jump up and run through the open door.
- 3) As you exit one of the elevators marked "2", you are at an intersection of halls with a medkit on the floor. Go down the hall to the left. There is a glass display on the left wall. In the display is a rock and a vase at one end. Break the glass and the vase and jump into the display. The wall to the right of where the vase was is a false wall.
- 4) In the hallways in the marine area, you will see an RPG in an enclosed alcove. On the opposite wall is an open alcove with a desk and a monitor. Face the desk and go to the wall to the left of the desk. Go to the corner behind the control unit and open a panel in the back wall.

5) In the Ancient Worlds area, find the display with the pyramids. Turn around and go up the stairs to the left of the castle wall section. Go through the arch and down 3 steps. Turn right into the employees hallway. Press the section of wall to the left of the 3 steam pipes on the right wall.

6) In the display with the hanging monk, note the hall to the right of the monk. Jump up onto the platform to the left of the monk. You hear a panel open. This panel is in the hall to the right of the monk. You have to run back down that hall as soon as you hear the panel pen. The opening is in the left wall of the hall.

7) As you exit back out from the above secret, continue down the hall to the next room. In this room is a stack of crates. Jump up onto the crates and then jump down into the center of them.

There are 5 in Level 5 Capital Punishment

(Or that is what the game says. I've only been able to find 4. One of those counts as 2. I believe this is a bug in this level and I don't think there are 5 separate secrets).

1) You need a jetpack for this, if you don't have one now, come back to this before you enter the red door. As you first enter the level, turn right and go up the ramp. You will see two fans, side by side. Jump up and kick out a fan and go to the back of the duct. Use the jetpack to fly up to the top.

(Note: I have to thank my friend Froggie0 for this one).

2) Jump over the fence to the left of the movie theater. Go down this alley and go up the elevator to the left.

3) In the room accessed by the yellow key, go to hall in the far right corner. Go through the red curtain into the cloak room. Turn left and go to the wall. Turn left and go to the wall and press it. This secret counts as 2.

4) In the same room, jump up and kick out the air duct grate. Go to the end of the duct and kick out the fan. Go into the hole.

There are 4 in Level 6 Metro Mayhem

1) On the station platform where the blue access door is, there is a weak spot in the pillar above the vending machines. Blow it open and jump up there.

2) In the arcade room accessed by the blue door, play the Duke Nukem pinball machine. This will open a panel in the wall to the right.

3) As you go up the escalators toward the Red access door, there is an area with a bookstore. Press the cash register to open the Duke Nukem poster.

4) After you explore the arcade, get back on the tram. You will go by a darkened station with a fence. Jump off the tram onto this platform. There is a hole in the fence near the left end. There is shrinker ammo on this platform. There is a weak spot in the wall behind the pillar to the left of the vending machines. Blow it open and follow it around to a room with 3 tram cars. Go to the farthest car and jump out the back window. This is the exit to the secret level, Level 10 Top Secret.

There are 3 in Level 7 Brown Water

1) As you enter the level, face to the right. Climb onto the ledge to the right and follow it around the room. There is a false section in the wall to the right and above the door.

2) Go back to the starting point and this time follow the ledge on the left to the air duct grate. Kick in the grate and go into the duct. In the room with the blue key is a weak spot in the wall. Blow it open.

3) After you go through the tunnel, accessed by the rotary switch behind the panel opened by the yellow key, you will come to a hallway with windows to a courtyard. In the office across from the Pentagon sign, press the map on the wall.

There are no secret places in Level 8 Dread October

There are 3 in Level 9 Nuke Proof

1) In the upper room with the switch that opens the large elevator door, to the right of the switch is a ledge with a medkit. Jump up on the ledge. a panel to the right of the medkit opens.

2) After you go through the #2 door, go up the stairs and through the door marked Central Command. Make the first right turn and stop about 1/2 way down this hall. There is a dark ledge above and to the right. Toss a pipebomb up there first to blow open the back wall.

3) After you come down from the above ledge, follow the hall to the elevator. As you exit the elevator, turn to the right. The panel behind the Holoduke on the shelf opens.

There are 5 in Secret Level 10 Top Secret

1) In the first warehouse area, there is a room with a rotary switch. Flip it to open the storage space that is 2nd from the far end. Go in there and jump over the crate. Crouch down and press the button. This opens a panel low and to the left of the crates in the storage space closest to the rotary switch room. This passage is unblocked when you use the Blue key.

2) As you exit the elevator into the second warehouse area (accessed by the blue key). Go straight ahead to the wall of crates. Turn right. Go down this row 4 crates. High on the stack of crates to the right is an open space. How you get there is up to you. You can get there by jumping from the other crates (be sure to save your game before making any jumps, as if you miss you will take damage), or you can jetpack there if you have one. When you do get there, the side of one crate opens.

3) Face the door accessed by the yellow key. Go down the row of crates to a space on the right where you can jump up the crates like stairs. Go up the stack on the left side. Turn around and look at the row of crates across the aisle. You will see a crate without a top. You can jump there or use the jetpack.

Inside the pyramid

4) Once you find the switch that opens the main door in the large courtyard area, get back into the flowing stream. Stay against the left wall and make the first left. Move to the right wall right away to move into the alcove there.

5) Face the main door in the large courtyard. To the right you will see an alcove with chaingun ammo. Open the panel behind the ammo.