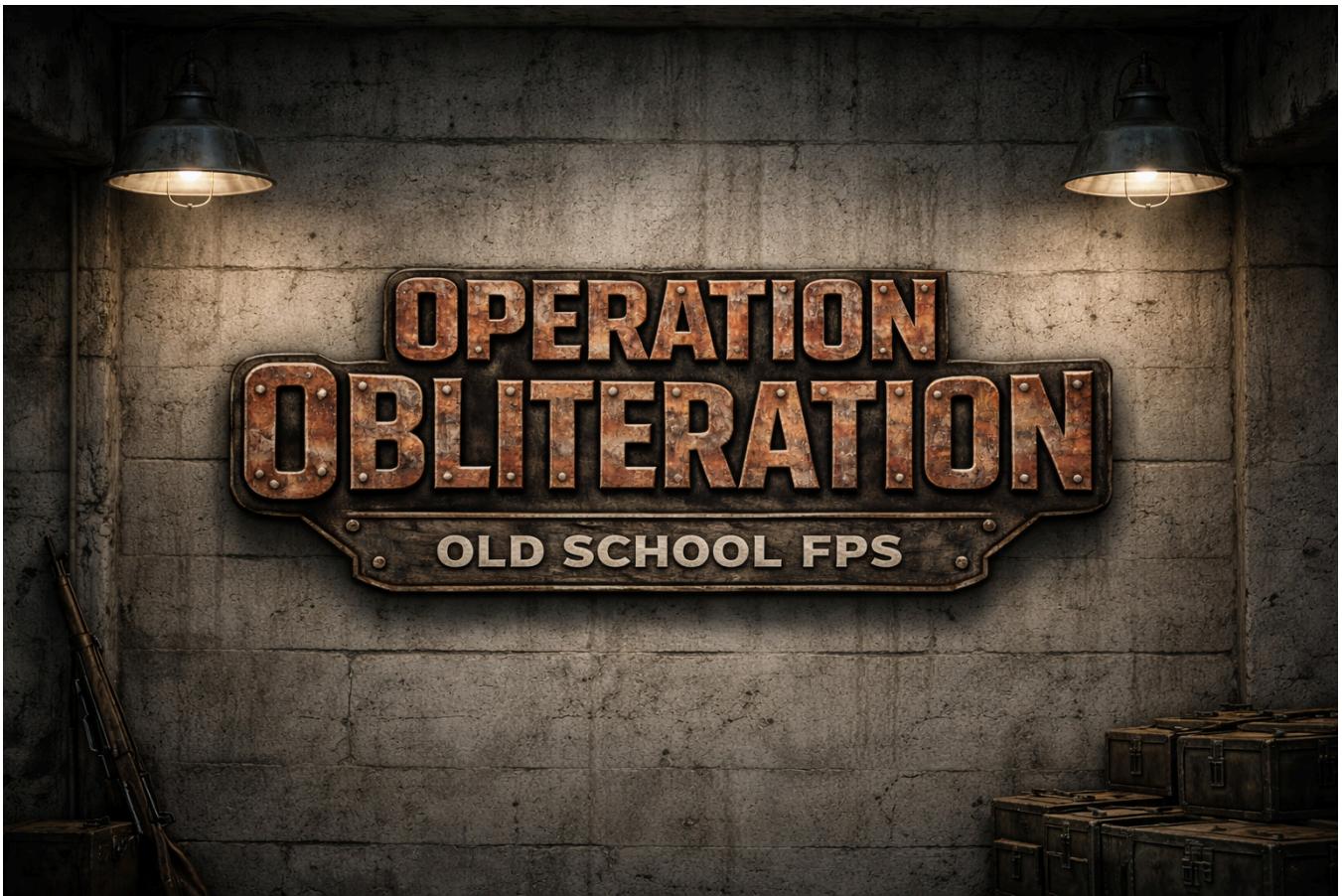


[OP OBLIT HOME](#)



Gamewerks Inc. set out to revive a nearly extinct breed of FPS: chaotic and brutal with zero hand-holding, no cut scenes, no comfort, no training wheels—just raw survival and the deadly consequences of every bad decision. Quick enemies to conqueror or quick death.

Operation Obliteration was built on a legacy engine *by design*. It's hard, unforgiving, and often unpredictable—and that's exactly the point. Old game engines have a raw, chaotic energy that modern mathematically perfect engines, like Unity, must fake. The result is rougher visuals, sharper behavior, and gameplay that feels retro and dangerous again. Pure old school vibe... and brutality.

Operation Obliteration can even run on integrated graphics(CPU Based) and still hold close to 30 FPS. What this means: if your machine is a potato, it will still work! No videocard required! You can also save the game at any time and save areas on the map are also included.

And as with all Operation Obliteration games, each and every level was mastered with soundtracks that are environment specific, including ambient sounds and effects.



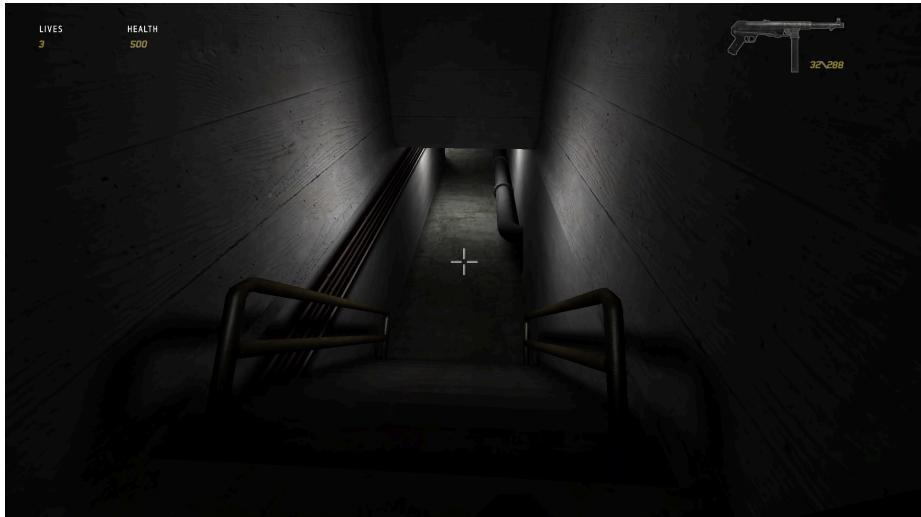
Level 1- Folkstone fascists:

Nazi commandos have taken over the small British coastal town of Folkestone. They even cleaned out the local banks. Your job: clean out their rat nest. Tips, tricks and strategies: Don't just walk out in the open, it's the surest way to die! Slowly & gradually sneak around: determine where the enemies are and eliminate them. Listen for the death screams of the enemy before proceeding to assure the scum have been neutralized.

Level 2- Nazi bio weapons lab:

Infiltrate the ground floor of an experimental Third Reich bioweapons facility. Push through the offices, search for intel and equipment, then advance to the main lab. The lab rises eight stories high, with a full perimeter catwalk. Nazis patrol it constantly, never in the same place twice. The battlefield is always moving. Your mission is simple: clear the facility. Get more weapons & eliminate anything that moves.





Level 3- Fascist bunker rathole:

A particularly nasty pack of Nazis are hold up inside a bunker they swear is impregnable. Your mission is to correct that delusion. You start with fire in your face as the buildings burn—turn around, grab a weapon, and move down. Advance room by room and use machine guns and grenades to clear every room. They built their fascist fortress: you're here to turn it into their mass grave.



Level 4- Pharmacological dreams:

After clearing the bunker you find experimental Reich medication that claims to accelerate human abilities. Of course you sample it. Reality collapses into a dark, wet, disorienting nightmare. The walls close in—debris, pipes, and junk jutting into your path as you crawl through air ducts. The environment fights you at every step. Movement is restricted and difficult but the level can be cleared!



Level 5-

Gestapo Dungeon of dread:

You snap awake from the drug induced nightmare and are dropped straight into something worse. No mercy. No escape hatch. Just stone, iron, and pain. The air is wet. Rotten. Breathing it feels like a mistake. Every corner is blind. Every shadow wants you dead. This place was built to break people. You're here to break it. Move forward. Clear the dungeon.



solution. The orders from headquarters are exceedingly simple: sweep the camp and terminate. Take no prisoners. This operation only ends when these holdouts are in an open pit. This camp will soon be packed with SS officers awaiting a quick trial, a quicker execution, and the pit.

Level 6-

Dr.Mengele's Playground:

The war is over. The camp is supposed to be empty. It isn't. This was Mengel's Advanced biped processing unit. The Dr's favorite vacation spot. Here Brutality wasn't just byproduct—it was their evil religion. Experiments, torture, and mass insanity taken to the extreme. The bad doctor is gone, the camp is empty. But some Nazis vermin never left: guards, fanatics and diehard fascists who stayed behind, even after their world collapsed. That makes them your problem and your weapon is the



Level 7- Himmler's Castle:

You are dropped into the courtyard of Himmler's fortress, and they know you are here for a visit. You face Himmler's elite SS units: the best of the worst. They are heavily armed with itchy trigger fingers: New friends want to play with you . Your death can be exceedingly quick: The ground is open, exposed, and muzzle flashes are the only way to see them. Your orders are simple: Kill or be killed.



Level 8- Hitler's underground clubhouse:

You enter an underground combat zone built for concealment and control. Low light. Tight spaces. High cyclic fire. Contact is immediate and constant. The Nazis are dug in and armed heavy. Automatic weapons. No hesitation. No mercy. Experimental structures and improvised cover choke the tunnels. Movement is restricted. Engagements are point-blank. Push through the lower section and you hit the main chamber. A massive fire-lit hall used for torture ritual and fascist gatherings. Equipment on the walls. Cages. Hooks. Smoke and heat everywhere. Behind it, storage rooms and back corridors packed with supplies & bodies. advance and eliminate.

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