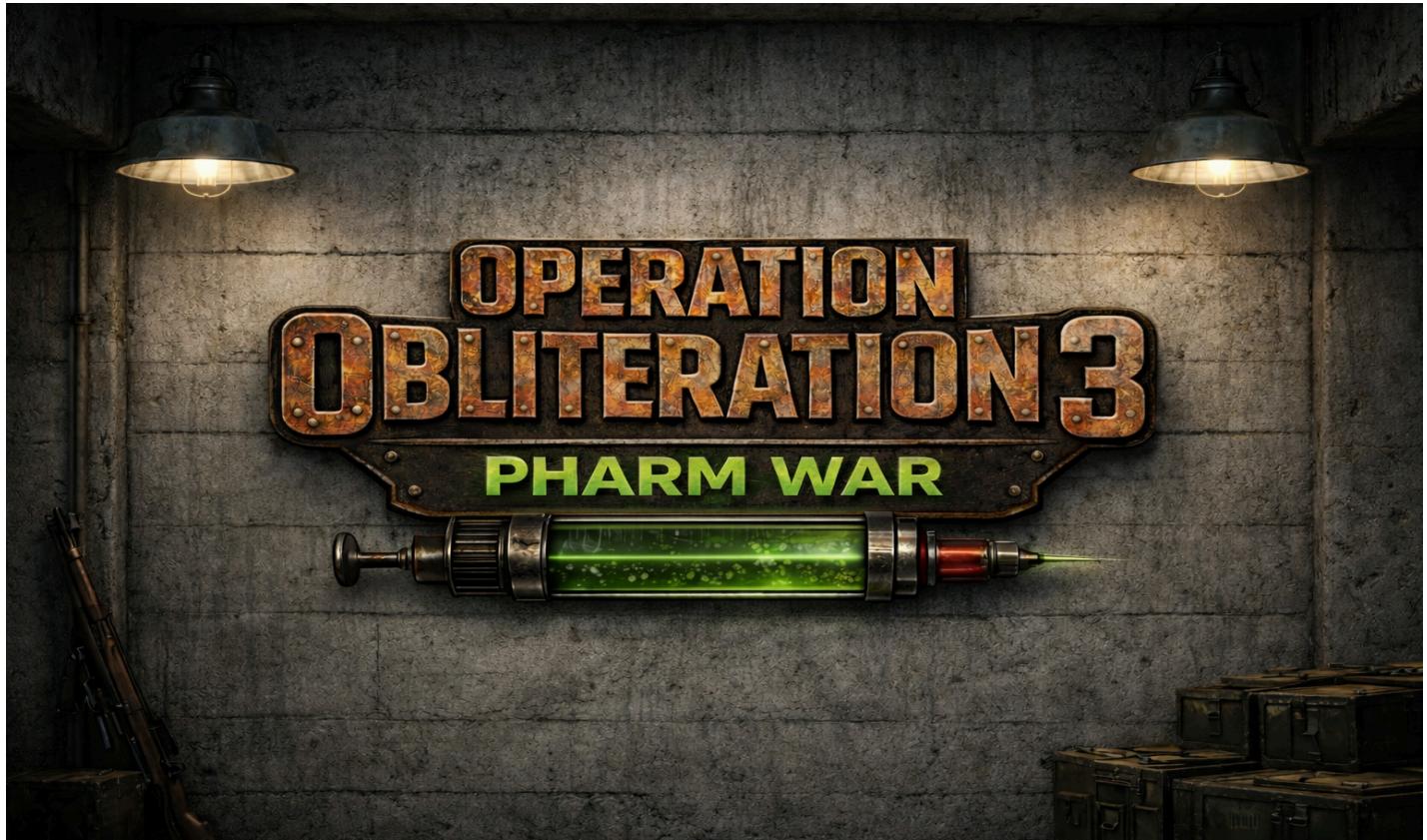


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Coming Soon- Operation Obliteration 3: the pharmacological war.

What is the future here at Gamewerks? One word: Pharmwar!

We distilled the hard-won lessons from years of working inside older, legacy engines and applied it to the modern Game dev software. Developing games with older software (for authentic look & gameplay} often means choosing the lesser of two evils. You are forced to operate within tight constraints and a system-first mindset. Not any more! We are now simulating old school chaos and fun using modern development software. We also will introduce a completely new HUD architecture that evolves proven ideas from earlier projects into a clearer, more responsive combat interface, that's highly intuitive, easily read even when the adrenaline is pumping as the enemy is shooting at you.

Op Oblit 3 the pharm war is designed exclusively using the Unity engine-

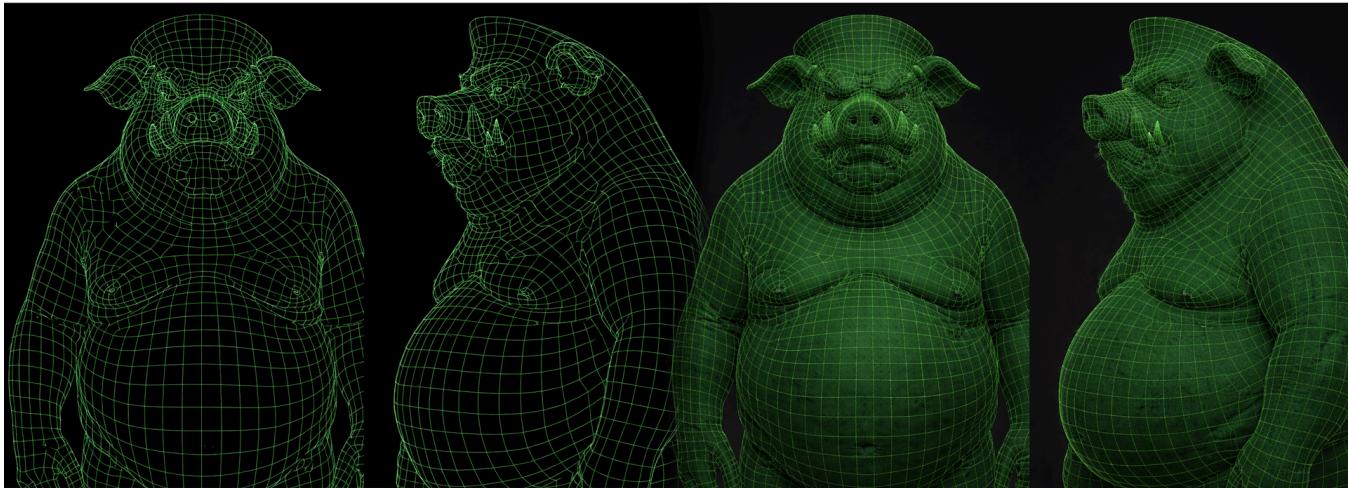
We're also engineered a modular medical-injector system where drugs deliver timed special abilities, along with a system to manage side effects. Gameplay strategy centers on situational analysis of the enemy, the environment, and your own medical condition before choosing the right injector for the moment to eliminate the enemies. Or none at all, not every encounter needs chemical augmentation, choose wrong and you wont have what you will need later! Together, these systems emphasize player decision-making, systemic depth, and disciplined gameplay.



The pharmacological warfare injection system was designed in-house at GameWerks with direct input from a licensed and practicing medical professional. It's grounded in real world clinical principles, not geekish videogame guesswork or goofy Hollywood magic syringes. Every injector produces clear benefits, real side effects, and believable trade-offs that players have to manage under pressure. You read the situation, treat symptoms, and accept consequences like an adult. The combat drugs are a collection of real and fictionalized meds. Real meds have real effects and some fantasy medications are added to spice things up. meds based in real world medicine.

Real-world pharmacology gets messy fast—drug interactions, contraindications, allergic reactions, the whole nightmare spreadsheet. We deliberately simplified the system to keep it playable instead of turning it into a medical licensing exam. Only one injector can be active at a time, which eliminates complex side effects stacking and keeps decisions clean and readable.

Clear HUD tooltips explain exactly what each injector does and when to use it, no guesswork required. The result is a system that feels grounded and strategic, but intuitive enough that anyone—medical degree optional—can understand it and make smart choices under fire. If you burn your injectors on enemies that can already be handled with standard weapons, you've effectively wasted them. Success comes down to timing and making the right decision in the right situation.



A new cast of enemies will be introduced: anthropomorphic Nazi pig soldiers designed to be as satisfying to fight as they are ridiculous. Paired with new weapons, they exist for one purpose—pure combat spectacle. Torch one with a personal flamethrower, or watch another detonate under a grenade launcher. Brutal, over-the-top, and unapologetically fun. *I smell yummy bacon a cookin'!*



Operation Obliteration 3: Pharm War pushes the series into a new dimension of gameplay with deeper systems, harder choices, and higher stakes. The greater the risk the greater the reward. Every decision matters, injectors have consequences, and every fight tests your judgment as much as your aim. Operation Obliteration 3: an FPS earthquake, coming soon to Steam.

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