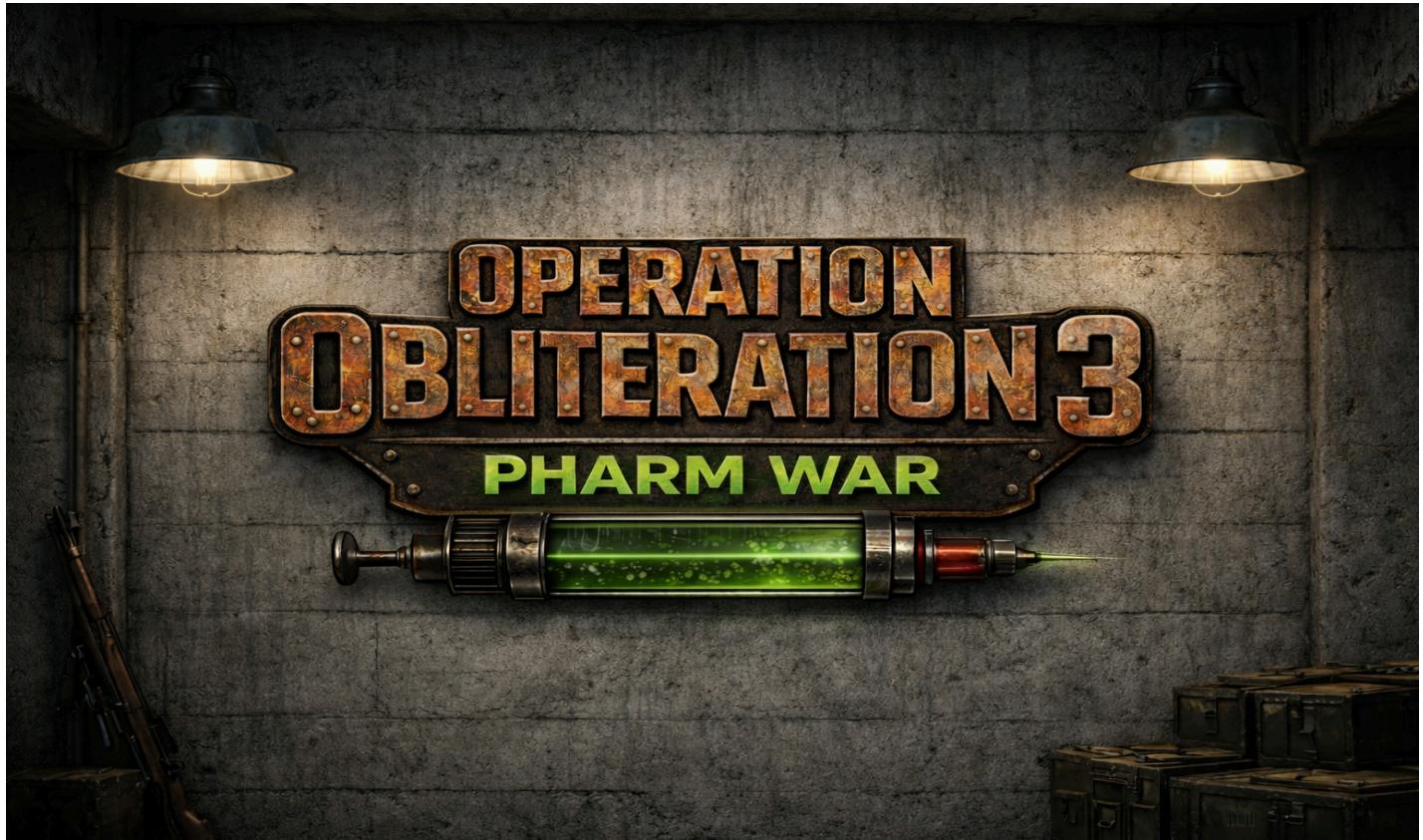


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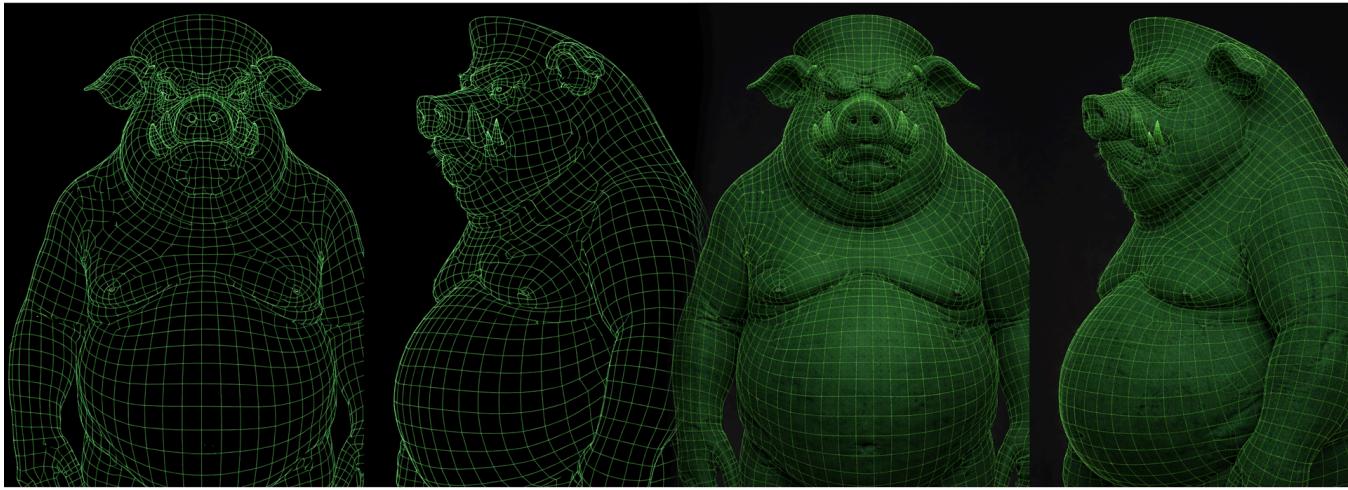
Coming Soon: Operation Obliteration 3: The pharmacological war.

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

We distilled the hard-won lessons from years of working inside legacy engines, where progress meant choosing the lesser of two evils and committing to it. Operating within tight constraints forced discipline, restraint, and a system-first mindset. The result is old-school chaos with modern muscle: tighter mechanics, deeper systems, and no bloat pretending to be innovation. We're also introducing a completely new HUD architecture that evolves proven ideas from earlier projects into a clearer, more responsive combat interface that's easily read under fire.

Designing Exclusively using the Unity engine-

We're also building a modular medical-injector system where drugs deliver timed special abilities, many paired with real, manageable side effects. Gameplay strategy centers on understanding the enemy, the environment, and your own condition before choosing the right injector for the moment. Together, these systems emphasize player decision-making, systemic depth, and disciplined gameplay.



New Piggie Nazi Character being reworked

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 bacon cookin'!

The Med injector system-

The pharmacological warfare injection system was designed in-house at GameWerks with direct input from a licensed medical professional, who also designs games. It's grounded in real clinical principles, not videogame guesswork or 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. A selection of fictional combat drugs are included to shake things up and add an extra layer of chaos. It's a mixture of real and fantasy 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 unsafe 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. When the real threats show up—the elites and bosses—you'll be at a serious disadvantage. Success comes down to timing and making the right decision in the right situation. That's how you win.

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. Coming soon to Steam.

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