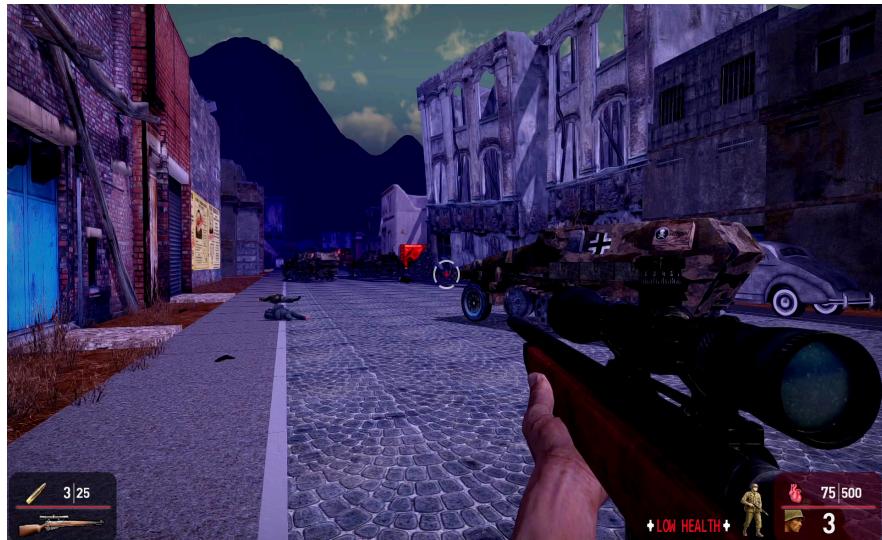


[OP OBLIT HOME](#)



Operation Obliteration 2 is a custom-built FPS project emphasizing authored gameplay systems, structured scripting, and disciplined level design, with a deliberate old-school focus on chaotic, unpredictable combat and player-driven outcomes. The project features a fully custom UI and HUD, designed to provide clear, functional player feedback without reliance on engine-default interfaces. Custom Interface elements were created to support high-pressure combat scenarios and maintain readability without visual clutter. Enemy behavior is driven by custom enemy scripting, with AI logic tailored to support ambushes & controlled escalation. Encounters are tuned rather than procedurally generated. Level progression and combat flow are managed through scripting, including triggers, enemy activation, event sequencing. Each level features audio selected to specifically match game tone and pacing. The soundscape actively shapes tension, mood, and player behavior.



Level 1- Ghetto Fumigation:

You crawl out of a sewer pipe into the outskirts of a cleared ghetto. The occupiers have already finished their unholy roundup. The streets are empty. What remains is debris, silence, and armed fascists looting the ruins like common thieves. Advance down the main street and eliminate all hostile forces. This level is built to keep you off balance at all times. Enemy threats appear at street level, from rooftops, keep your eyes open!



Level 2- The pigs of war:

You enter enemy trenches still occupied by forces that refuse to surrender. The war has moved on without them. These are the reich's remnants: dug in & willing to die rather than retreat. Your objective is absolute: push through the trench system and eradicate all resistance. Combat is intimate and lethal. Sightlines are short. Corners are blind. Contact happens at arm's length and without warning. Trenches coil and choke with no safe route

forward. Death is inevitable. Learn from it or repeat it. Each failure is an instruction paid for in blood. The environment conceals irregularities—some provide momentary relief, others are deliberate traps. Supplies exist, but they are unmarked. Clear the trench. Advance. Or be buried where you stand.



Level 3-Desert of stolen souls:

(partial overhead view):

Enemy forces have stolen Jewish diamonds valued at over \$300 million & secured them inside a fortified desert vault. Intelligence identifies the cache as Hitler's private reserve, intended as escape capital if the war turns against him. Your objective is singular: reach the bunker and recover the diamonds. The approach runs through narrow desert canyons where movement is restricted and exposure is constant. Steep walls, blind turns,

and vertical firing angles turn the terrain itself into a weapon. The final push forces you uphill onto a fortified plateau. At the summit sits an active enemy installation: a hardened landing field with aircraft, supply tents, and anti-aircraft emplacements and fascist psychopaths guarding the cache. Fight through the canyons. Assault the plateau. Recover the diamonds and return them to Allied Command HQ.



Level 4- The Reich's flesh factory:

Dr. Swienzeburg, chief scientist of the Reich Ministry of Human Improvement, has finished his latest experiment. The result: super-soldiers—reanimated, chemically sustained organisms. Former men, stripped of fear, restraint & identity. They are not alive. They are not human. To keep them contained, Swaitzenline sealed them inside a fortified prison complex: three tiers, 128 cells. Officially, the facility exists to protect the surrounding population. Unofficially, it's

a warehouse for future weapons. Your orders are simple. Eliminate anything that moves Once cleared, the prison will be open to house Nazi leadership awaiting trial and execution. More quickly, they will. Leave nothing active behind. Hungry? Your dinner is served, but you are on the entree'.



Level 5- Timberline warzone: You enter a quiet forest—open terrain, tall grass, filtered light. Mellow, laid-back music mixed with natural forest sounds. It feels calm. It feels safe. If you stop to rest, you'll sleep forever. Enemy forces are scattered throughout the forest in multiple encampments. They rely on concealment rather than fortifications. Expect enemies prone in high grass, firing from cover, often unseen until rounds are already coming in. Targets are difficult to identify. This is open ground. There are no forced routes: clear the forest however you choose. Signs provide navigation, but no path is safe. The operation does not end until every vile nazi scumbag is rotting in the ground.



Level 6- Truth extraction centre:

This building was an insane asylum long before the war—built in an era where treatment meant pain and restraints. It was abandoned, sealed, and forgotten. The Gestapo later reopened it. They filled the rooms with instruments of torture. Bodies and body parts were left where they fell. They removed the doors so screams would carry. The facility was later controlled by a Nazi sect that openly practices Satanism. Ritual sacrifice & sadistic

cruelty define this level. The developers do not endorse Satanism in any form; it is presented as social commentary: the end result of fascism, when a nation continues down a path of ideological madness.



Level 7-

SS School of Juvenile domination:

This sadistic place is not a school. It is a conditioning facility where passing means continued breathing. Official school slogan: "*No child leaves here unbroken.*" The complex contains classrooms, admin offices, training areas. Lessons were enforced through pain, humiliation & ritualized cruelty. Obedience or death. What remains are scattered notes left behind by broken students—fragments of resistance, scratched into paper and walls: "*They broke my teeth for speaking true, said Führer loves the pain in you.*" There

are no children, they have been evacuated. No victims left to save. Only fascists remain. Enemy forces are fast, disciplined, and lethal. They move with purpose and attack without hesitation. Every room is a reminder of what ideology becomes when people are given absolute control: children are often the first victims. Explore carefully. Read what was left behind, say a prayer, and send all the fascists to hell.



LEVEL 8- Himmler's desert division: In their endless search for allies, the fascists reached beyond Europe and successfully radicalized a militant faction drawn from the Middle East. At its height, the group numbered over 11,000 SS fighters—trained, armed, and indoctrinated under Nazi guidance. Most are gone now, but a core unit of diehards remain, still clinging to a cause that should have died decades ago. These holdouts operate from a fortified high-desert base, launching guerrilla attacks and fading back into the terrain. They know the land. They know ambush warfare. And they were taught well. Your mission is direct. Infiltrate the base. Push through layered defenses. Locate their leader—the so-called Grand Mufti—and ruthlessly eliminate him. Expect sustained machine-gun fire, constant RPG attacks, & coordinated ambushes from elevated positions. Do what must be done.



Level 9- The eye on Anubis: Fascist Dr. Swinzenberg never knew when to quit. While pushing his exotic matter enhanced atom smasher, he ripped a hole into the dark dimension, a pathway to a sealed realm the ancient Egyptians spent centuries warning humanity to never open. As the Rift split wide, heat and sand poured out. Jackal warriors emerged, led by Anubis himself. They didn't negotiate, they annihilated leaving left dead nazis everywhere, Then they vanished. Allied investigators later confirmed a remaining Anubis strike force is now entrenched in a church in rural France. The invaders are

anchored to our world by the Eight Egyptian Tablets. Destroy the Tablets, and the jackals get dragged back to their hell. locate the invaders, shatter the Tablets, and exterminate all interdimensional hostiles with extreme prejudice.



Level 10- Bunnies and buckshot:

During one of the Doctor's earlier experiments, he tore open a rift to a previously unseen perfect world. On the other side was a surreal, cartoonish paradise: bright skies, soft hills, and fuzzy, anthropomorphic bunnies living a quiet life of peace and love. The society had no armies, no borders & no concept of war. Violence and hate didn't exist.

Naturally, the Nazi pig scum had to crap all over it. Too cowardly to enter the rift themselves, they chose the next best(or worst) thing. They tossed tons of their vile crap. Crates of fascist uniforms, propaganda, weapons, and stacks of *Mein Kampf* and *Der Stürmer* were hurled through the breach like radioactive garbage, poisoning everything it touched. The unconditionally loving rabbits were soon corrupted. Brainwashed. Radicalized. Armed. Rabid. The Bunny Reich was born.

Now Allied scientists have repeated and improved the original experiment. The rift is stable and passage is possible. Your orders are simple: enter the bunny world and eliminate anything wearing a swastika armband. Cute doesn't mean harmless. History has taught us that lesson already. Now go forth and make some tasty rabbit stew.



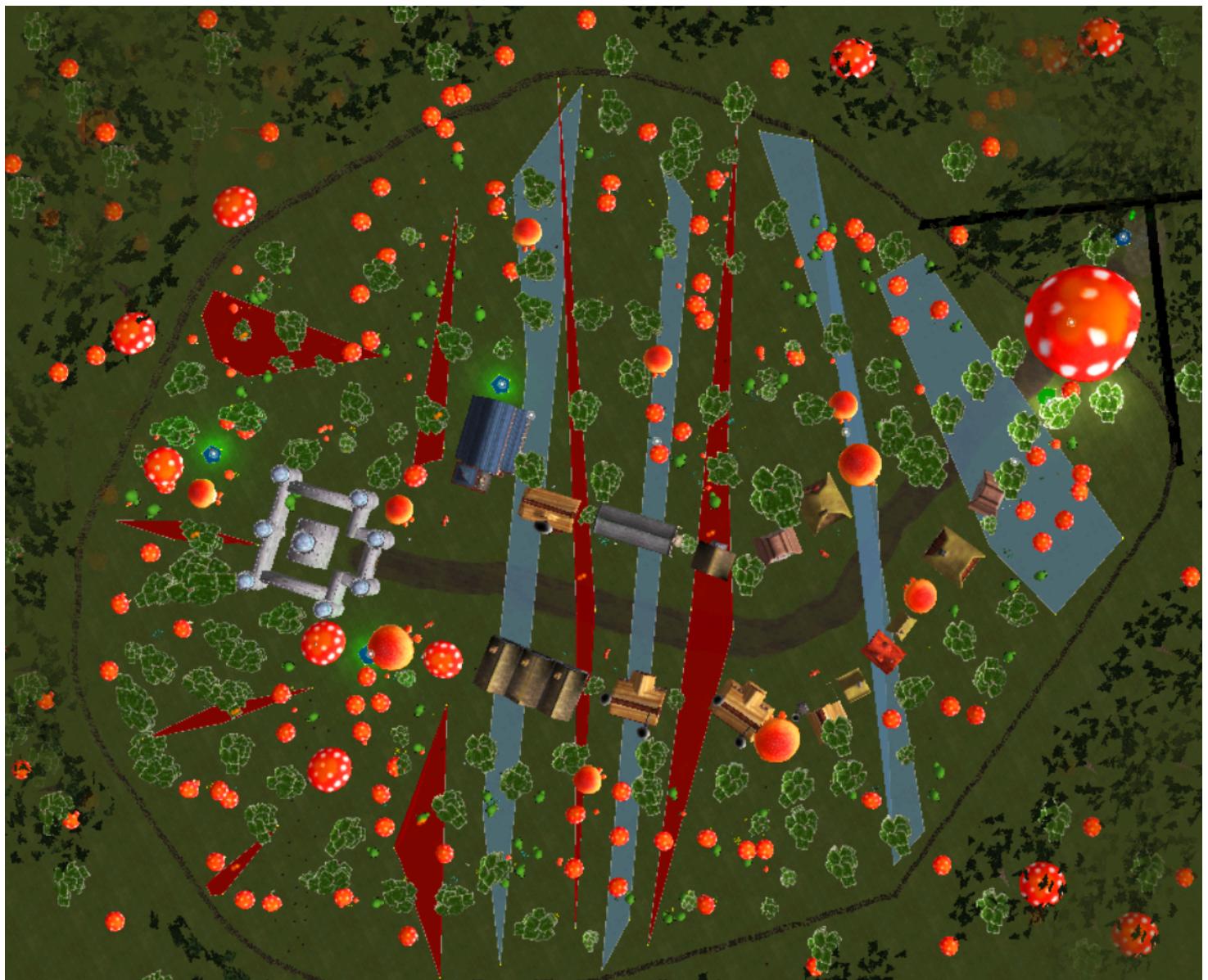


Level 11- Bunnies and Buckshot: The challenge

level: Hyped up on the nazi drug Pervitin, the rabbits finally snap. These aren't the fuzzy fascists from earlier levels—these are rabid, bloodshot nightmares moving fast and hitting harder than they should. The map echoes *Bunnies and Buckshot* level.

But this world is darker & death abounds. It seems everything is actively trying to kill you, including the environment itself. Traps are meaner, sightlines are worse, and hesitation gets punished immediately. The music drags like a funeral march, low and oppressive, designed to grind your nerves down while the rabbits close in. Ammo is never enough, cover is never safe, and the bunnies are merciless. Survive if you can.





Bunnies and buckshot partial top down view

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