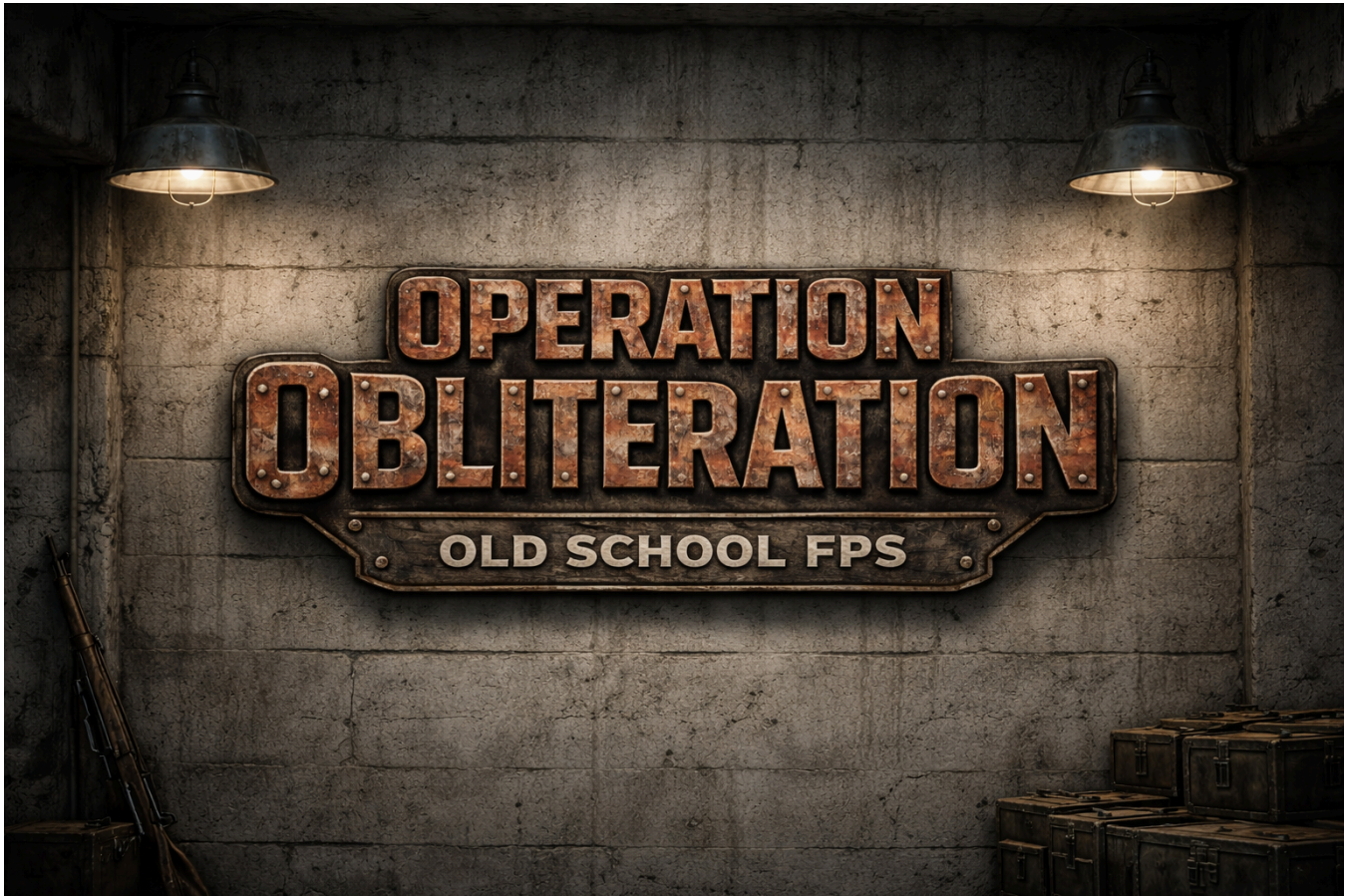


[OP OBLIT HOME](#)



Gameworks Inc. set out to revive an extinct breed of First Person shooter/boomer. A chaotic and brutal game with zero hand-holding, no cut scenes, no comfort, no training wheels—just raw survival and the deadly consequences of bad decisions. Acquire targets quickly, eliminate or face a 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 play! No video card 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.



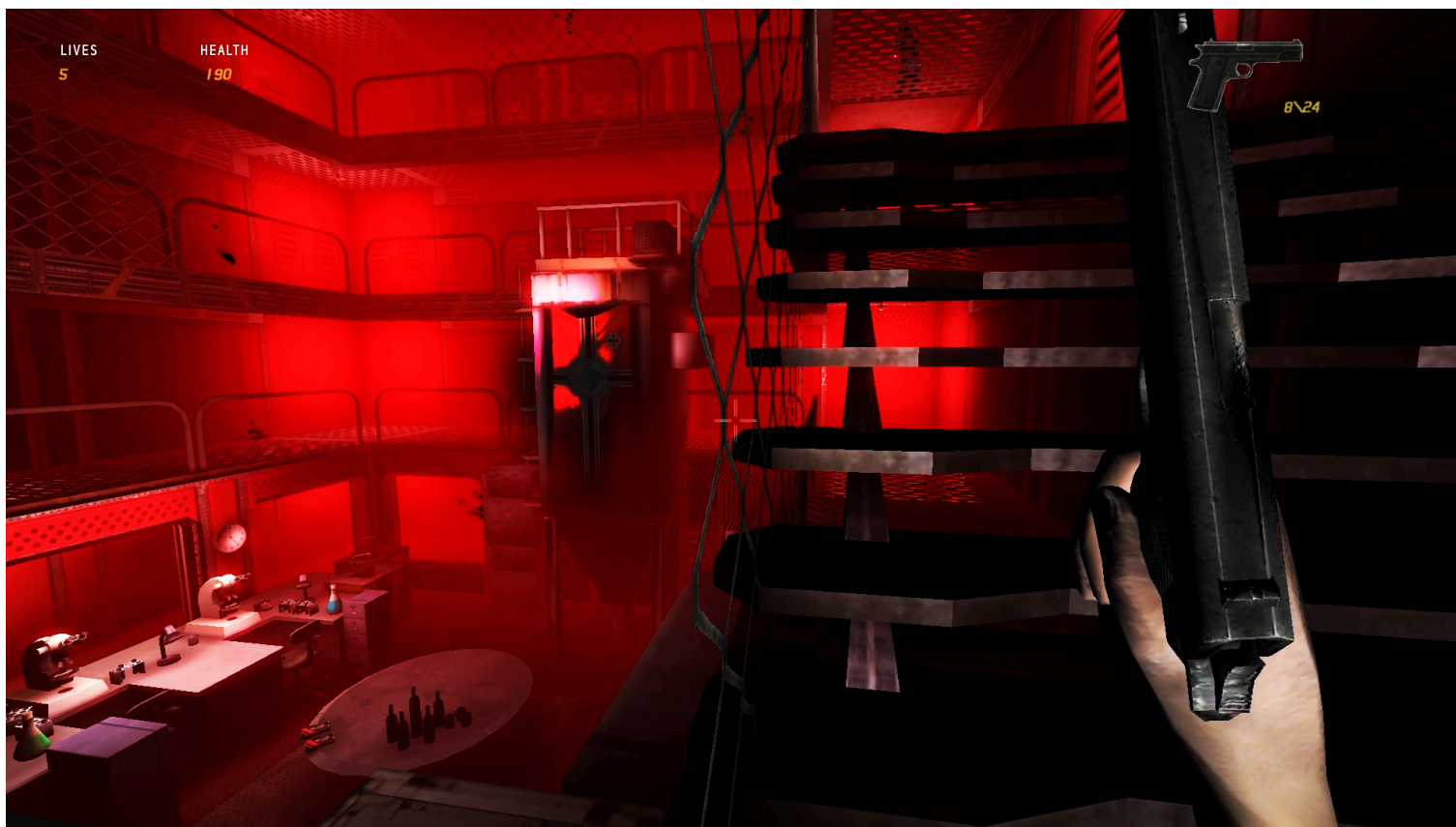
Level 1- Folkestone fascists:

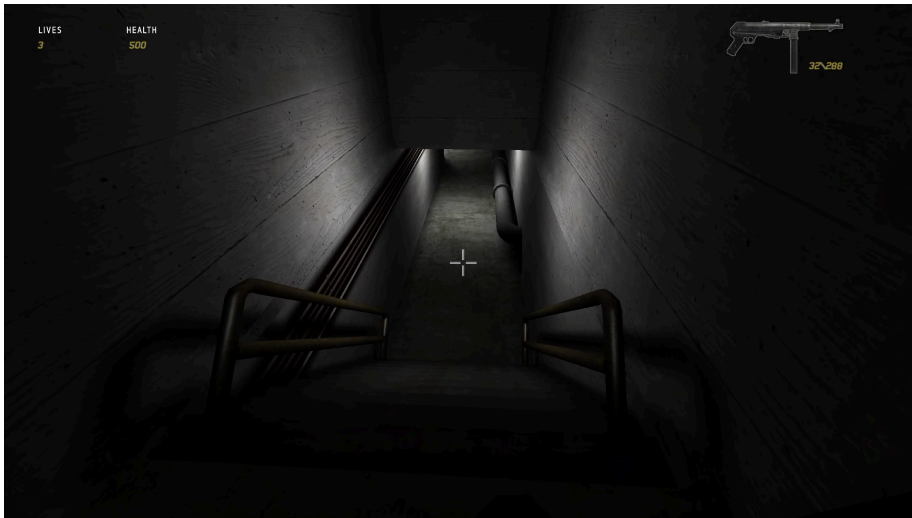
Nazi commandos have taken over the small British coastal town of Folkestone. They even cleaned out the local banks. Your job: clean out their rat nest.

Tips, tricks and strategies: Don't just walk out in the open, it's the surest way to die! Gradually sneak around: determine where Acquire your targets and eliminate them. Listen for the death screams of the enemy, before proceeding, to assure the fascist scum have been neutralized.

Level 2- Nazi bioweapons lab:

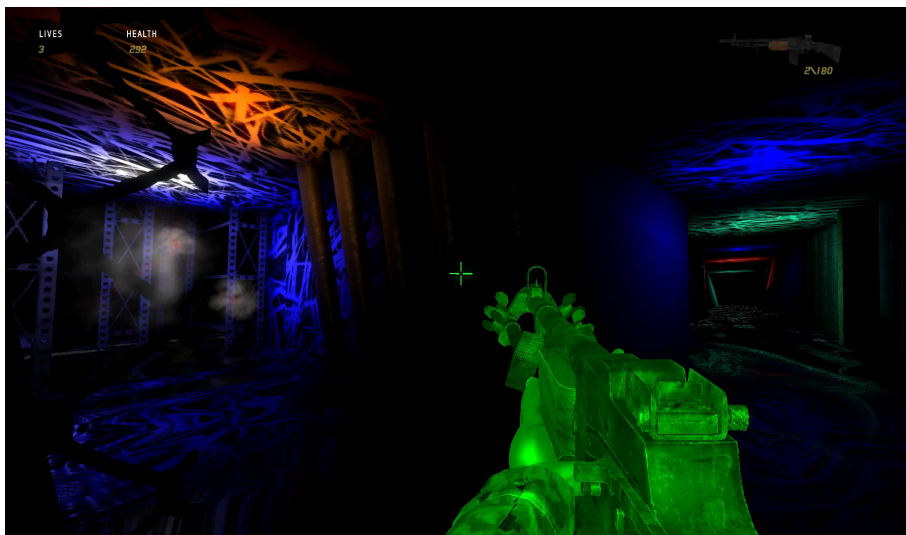
Infiltrate the ground floor of an experimental Third Reich bioweapons facility. Push through the offices, search for intel and equipment, then advance to the main lab. The lab rises eight stories high, with a full perimeter catwalk. Nazis patrol it constantly, never in the same place twice. The battlefield 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 hiding 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. Your reality soon 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, difficult, confusing, 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.



Level 6-

Dr. Mengele's Playground:

The war is over. The camp is supposed to be empty. It isn't. This was Mengele's Advanced Biped Processing Unit (ABPU), his favorite vacation spot. Here brutality wasn't just byproduct—it was a nazi religion. Insane experiments, torture, and evil taken to the extreme. The bad doctor is gone, the camp is empty. But some Nazi vermin never left: guards, fanatics, and diehard fascists who stayed behind, even after their world collapsed. That makes them your problem: your weapon is the solution. The orders

from headquarters are exceedingly simple: sweep the camp and terminate, if it moves it dies. Take no This operation 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 7- Himmler's Castle:

You are dropped into the courtyard of Himmler's fortress, and they know you are here to visit. You face Himmler's elite SS units: the best of the worst. They are heavily armed and have itchy trigger fingers. New friends who want to play with you. The ground is open, exposed, muzzle flashes are the only way to see them. Survive if you can.



Level 8- Hitler's underground clubhouse:

You enter an underground combat zone built for concealment and control. Low light. Tight spaces. High cyclic fire as well as environmental fire. Contact is immediate and constant. The Nazis are dug in and armed heavily. 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, eliminate, clear & conquer.

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