

STARVOXEL: DEFENDER

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Merge. Defend. Evolve — together.

A portrait-first co-op merge tower defense for iOS and Android. Two players defend separate lanes while sharing one health pool; solo players get an AI ally.

Key facts

Developer / publisher	Michal Komar (self-published)
Platforms	iPhone, iPad and Android phones/tablets
Genre	Co-op merge tower defense; strategy
Modes	Five-wave training; solo with AI ally; real-time online co-op
Price	Free; no ads; optional in-app purchases
Age ratings	Apple App Store 9+; Google Play Everyone
Version	1.1.163
Playtime	Short-session design; 5-wave training and up to 60 waves in a standard run
Roster	15 defender families; seven-family loadouts
Campaign	Five increasingly difficult battlefields with boss waves

Boilerplate

Starvoxel: Defender is a portrait-first co-op merge tower defense for iOS and Android. Two players defend separate lanes while sharing one health pool, or a solo player can team up with an AI ally. Summon defenders, merge matching family-and-rarity pairs from Common to Legendary, choose specialized Evolutions, coordinate upgrades, survive boss waves and protect the shared star.

Unique mechanics

- One shared failure state: every leak hurts the same shared hearts.
- Merge ladder plus choice: a Legendary defender becomes an Evolution choice rather than another merge step.
- Seven-family loadouts from a current roster of 15.
- Five battlefields and standard runs built around 60 waves.
- Distinct creature auras, poison, burn, stun, artillery, critical-hit support and crystal powers alongside the classic mechanical arsenal.

Detailed defender bios

Arc Owl

An arcane support defender whose adjacency aura increases the damage of orthogonally adjacent towers. **Evolutions:** High Sage · Warsong · Spellblade.

Venom Rex

An anti-tank creature that applies stacking poison based on the target's maximum health. **Evolutions:** Plaguebringer · Corrosion · Ravager.

Ember Fox

A fast fire skirmisher whose signature attacks ignite enemies and turn sustained pressure into burn damage. **Evolutions:** Pyre · Blaze Volley · Wildfire.

Bomb Hedgehog

A heavy bomber with slow lobbed explosives, large splash damage, and Legendary concussion control. **Evolutions:** Heavy Ordnance · Concussion · Cluster Bombs.

Shell Turtle

An artillery bulwark built around the game's biggest single shot, with long range and deliberate timing. **Evolutions:** Siege Shell · Railshot · Mortar.

Clover Bunny

A support defender whose adjacent aura grants nearby towers a chance to land amplified critical hits. **Evolutions:** Fortune · Warren Rally · Jackpot.

Scrap Raccoon

A rapid gunner with the fastest base fire rate among the featured animal defenders; its Evolutions add weight or ricochets. **Evolutions:** Hand Cannon · Minigun · Ricochet.

Glint Guardian

A crystal crossover defender with a deliberate long-reach shard attack and three crystal-themed Evolutions. **Evolutions:** Prism Archon · Comet Tail · Time Crystal.

Classic mechanical arsenal

Blaster (balanced rapid fire) · Laser (hitscan pressure) · Missile (heavy splash) · EMP (area lockdown) · Tesla (chain-style hitscan) · Flak Cannon (spread splash) · Cryo Cannon (slow area denial).

AI-use disclosure

Starvoxel: Defender should **not** be described as an AI-free game. The production main source contains scripts that explicitly use OpenAI's gpt - image - 1 image-generation pipeline, and the released build includes visual assets derived from that production art workflow.

Safe public wording: “Starvoxel: Defender includes AI-assisted/generated visual assets; the developer does not claim that the game is AI-free.”

This kit does not make a broader claim about the origin of every line of code, every sound, or every production contribution. Please do not publish “nothing in the game was created using AI” for this release.

Press asset guidance

- Gameplay screenshots and videos are direct captures from the released mobile game.
- Key art, store art, character renders and background elements are promotional production assets, not gameplay screenshots.
- Suggested credit: Starvoxel: Defender — Michal Komar.
- Contact support@michalkomar.com for commercial licensing, merchandise or additional asset questions.

Official links

- <https://starvoxel.com/press>
- <https://apps.apple.com/us/app/starvoxel-defender/id6755552120>
- <https://play.google.com/store/apps/details?id=com.michalkomar.starvoxel>
- <https://starvoxel.com/gameplay>
- support@michalkomar.com

Asset provenance: public website media kit plus production-main assets verified at 332e313290437a01a086b3ac43549c64d209ea23 on 18 September 2026.