

The food chain is fighting back.

DEVELOPER & PUBLISHER
Lerk Interactive (independent)

RELEASE
Steam Early Access
October 29, 2026

PLATFORM
Windows PC (Steam)
Full controller support

PRICE
$9.99 USD
Free demo: progress carries over

GENRE
Auto-battler RPG, collection squad builder

MODES
Single-player campaign; online PvP arena, guilds, guild raids, live events

CONTENT
Cartoon violence only: bonks, poofs and knock-outs. No blood.

LANGUAGE
English (no spoken dialogue)

ENGINE
Offender Engine (in-house)

PRESS CONTACT
contact@lerkinteractive.com

The game

Critters vs. Predators is a cozy, chaotic auto-battler RPG in which the smallest animals in the garden band together against the foxes, snakes, hawks and barn cats that hunt them. Bunnies in thimble helmets. A hedgehog paladin with a pebble war hammer. A skunk whose stink cloud clears a whole battlefield.

Players collect a squad of five critters, gear them up and decide who stands in front, who heals from the back and who leads. Then the fight plays itself on AUTO, or the player takes MANUAL control and calls every attack, defence, taunt and special. A hedgehog up front stops a fox's pounce; a frog's tongue yanks a stalking barn cat out of the shadows.

Fair by design: no loot boxes, no paid currency, and nothing that makes a critter stronger is for sale.

Key features

- **34 critters** in seven classes, each with its own attack, specials, passive and leader ability
- **Auto or manual battles:** watch it play out, or pick every move
- **Ten chapters** on Normal and Hard, each ending in a boss fight
- **A 20-floor Colosseum** topped by Old Red and Big Grizz
- **Online:** PvP arena and leaderboard, guilds with chat, three-day guild raids
- **Events every few days**, each featuring one critter
- **Deep growth:** levels, five stars, six-slot gear through twenty tiers
- **Cloud saves** on your Steam login; demo progress carries over

In battle

Heroes on the left, predators on the right. Fights play themselves on AUTO, or the player calls every move.



A boss fight in the badger's sett, the last chapter.



Manual mode: pick each critter's move.



Night falls in the forest chapter.



A guild raid on the bears' den.



Raccoons and a barn cat in the orchard.

Between battles

Collect, gear up, build the squad, and pick where to fight next.



The hub: campaign, daily, PvP, Colosseum, events, guild and raids.



The collection: every critter earned by playing.



A critter's gear, stars and abilities.



Building a squad of five, with a leader.



Victory: XP, gold and gear parts.

Raids, events and the Colosseum

Something new every few days, and a hard climb for the strongest squads.



Big Grizz guards the Colosseum's top floor.



The 20-floor Colosseum.



Guild raids: the whole guild against a predator family.



Events feature one critter and pay its badges.



Gear parts found in the campaign.

The critters

All 34 collectible critters, in seven classes. The last ones are young predators that switch sides once their family is beaten.



The predators

The hunters of the garden, from the barn cat in chapter one to the honey badger in the last chapter. Old Red and Big Grizz top the Colosseum.



Ember
Fox



Marmalade
Barn cat



Sable
Weasel



Coil
Snake



Redtail
Red-tailed hawk



Mask
Raccoon



Corvus
Crow



Lord Hoot
Great horned owl



Old Red
The giant fox



Honey Badger
Final boss



Big Grizz
The bear

How it plays

Build the squad

Five critters and a leader. Tanks stand in front and taunt; healers, mages and hunters work from the back; rogues and berserkers go for the predators' weak spots. Each critter has a basic attack, specials on cooldowns, a passive, and a leader ability that boosts the whole squad.

Fight on AUTO or MANUAL

Battles play themselves, so the planning is the game. Switch to MANUAL to pause on every turn and pick attack, defend, a taunt or a special, and click any predator to focus the squad on it. SIM replays cleared fights in a moment.

Grow every critter

Levels, five stars from collected portraits, and six gear slots a tier through twenty tiers, with parts found in the campaign and crafted from other parts. Nothing that makes a critter stronger is for sale.

Play together

Guilds with chat, three-day guild raids on a predator family with a prize pool shared by the damage each member dealt, a PvP arena with a leaderboard, and an event every few days that features one critter.

About Lerk Interactive

Lerk Interactive is an independent studio that builds its games on its own technology, the Offender Engine and the OffenderScript language, and runs the game's online back end for accounts, cloud saves, guilds, raids, PvP and events itself.

In the press kit

Screenshots (1920×1080 PNG and JPG), every critter and predator as a transparent PNG, the logo, key art and Steam capsules, four GIFs, the 90-second launch trailer, and the text of this sheet to copy from. Use any of it in coverage, videos and streams.

STEAM
store.steampowered.com/app/5359300

WEBSITE
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