



BEYOND FRAMES

Teenage Mutant Ninja Turtles: Empire City to Share First Gameplay Look Exclusively at New York Comic Con

Attendees to also receive NYCC exclusive in-game content at launch

STOCKHOLM — OCT 6, 2025 — Out from the sewers and into the Javits Center! The Teenage Mutant Ninja Turtles (TMNT) are representing their home turf in style this week at New York Comic Con, where the creative team behind [Teenage Mutant Ninja Turtles: Empire City](#) will share action gameplay with the Turtles community for the first time. Releasing in 2026, Empire City is the first-ever TMNT game in virtual reality and will combine action, stealth, and story with some of the best-known NYC neighborhoods.

“Before we show Empire City to the world, we wanted to share it directly with the fans,” said Ace St. Germain, Beyond Frames Entertainment CEO and Creative Director on the title. “With the Turtles’ roots in New York, there’s no better place for this special look than New York Comic Con.”

Gameplay will be revealed during [a panel on Friday, October 10](#) in Room 408 beginning at 12:45pm. Ace will be joined by Tom Waltz, story consultant on Empire City and the writer of The Last Ronin, as well as moderator Jim Squires, for a conversation that highlights the story, characters, and inspirations behind the game.

As a special thank you to Turtles fans at New York Comic Con, all panel attendees will be eligible to receive an exclusive in-game surprise at launch – available nowhere else. Those interested can learn more during the panel, or by following Cortopia Studios on [X](#) & [Instagram](#) to find out where the *Empire City* street team is going to pop up on the show floor next.

To stay on top of the action, players can wishlist *Teenage Mutant Ninja Turtles: Empire City* on [Meta Quest](#) and [Steam VR](#) starting today and follow the game on your favorite social platform: [Discord](#), [X](#), [Tiktok](#), [Instagram](#) and [Facebook](#).

###

PRESS KIT

Press kit for *Teenage Mutant Ninja Turtles: Empire City* can be found here: <http://bit.ly/3GMgdqP>

ABOUT BEYOND FRAMES

Headquartered in Stockholm, Sweden, Beyond Frames is an XR-focused publisher with its development studios Cortopia, Moon Mode and partner studio Odd Raven. Offering creative and technical consulting, funding, marketing and publishing services, Beyond Frames partners with studios creating amazing XR products such as Ghosts of Tabor (Combat Waffle Studios), Outta Hand (Capricia Productions), ARK and ADE (Castello Inc.), Silhouette (Team Panoptes) and Mixture (Played With Fire). Beyond Frames Entertainment AB (publ) is listed on the Swedish Spotlight Stock Market, ISIN: SE0011614965.

ABOUT CORTOPIA STUDIOS

Cortopia Studios is the wholly owned subsidiary of Beyond Frames Entertainment responsible for the creation of award-winning and critically acclaimed virtual reality games such as Gorn 2, Escaping Wonderland, Wands Alliances and Down the Rabbit Hole. Their next game is the first ever standalone VR game set in the Teenage Mutant Ninja Turtles universe.