



BEYOND FRAMES

Beyond Frames studio Cortopia confirms future support for the Steam Frame hardware

Following the unveiling of the [Steam Frame](#) hardware, announced for early 2026, Beyond Frames' Cortopia Studios confirms its intention to bring its catalog to the new platform. The move strengthens Beyond Frames' positioning in the expanding multi-platform VR landscape, aligning its studios with next-generation hardware.

Announced on Wednesday, November 12, 2025, the Steam Frame will bring both wireless PCVR and standalone support to the SteamVR ecosystem. While some details remain to be announced, Cortopia Studios confirms its intention to enable Steam Frame support for the majority of its catalog, including:

- Upcoming [Teenage Mutant Ninja Turtles: Empire City](#)
- [GORN 2](#)
- [Escaping Wonderland](#)
- [Down the Rabbit Hole](#)

"The Steam Frame marks an exciting evolution for immersive VR experiences," said Ace St. Germain, CEO of Beyond Frames Entertainment AB. "We're proud to bring our portfolio to players wherever they are, and this partnership expands that reach even further."

More details and information will be available in the months leading up to the hardware's launch.

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About Beyond Frames Entertainment

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.