



BEYOND FRAMES

Teenage Mutant Ninja Turtles: Empire City Brings the Fight to the Streets in First 15 Minutes of Gameplay

Sneak, strike, or bash the Foot with a system that gives players full control over their fighting style

STOCKHOLM — DEC 9, 2025 — Following an in-room exclusive reveal at New York Comic Con in October, Cortopia Studios has just put an early present under the tree for Turtles fans everywhere with the first complete gameplay reveal from *Teenage Mutant Ninja Turtles: Empire City*, the first-ever VR game featuring everyone's four favorite heroes in a half shell. A new video released today showcases the first 15 minutes of gameplay, featuring combat, classic villains and the Turtles patented humor delivered by an [all-star voice cast](#).

A brand new gameplay trailer is available here: http://youtu.be/Elf_iKROEGI

In the vacuum left by Shredder's demise, the Foot Clan's grip tightens on the streets you call home. It's time to reclaim what's yours. Crime is changing hands, old enemies are stirring, and the Turtles are learning what it means to protect a city that's changed in their absence. *Empire City* builds on decades of TMNT lore, balancing street-level danger with the humor, heart, and family dynamic that define the franchise.

Leonardo, Raphael, Donatello, and Michelangelo are equipped with their signature weapons, which have been designed to make the player feel like a master ninja, thanks to the nature of immersive play. Striking, swinging, and thrusting require real physical movements, helping players lose themselves in the experience as they charge up their weapons and get ready to unleash their attacks.

Empire City character progression and upgrades are facilitated via new gear and gadgets from Donny's workbench that require new approaches to master, rather than traditional stat boosts or skill trees.

"We're building *Empire City* to be the ultimate Teenage Mutant Ninja Turtles fantasy experience, and that only works if you can play your favorite Turtle the way you want," said Ace St. Germain, Beyond Frames Entertainment CEO and *Teenage Mutant Ninja Turtles: Empire City's* Creative Director. "With over 40 years of history, many fans have jumped into TMNT at different entry points and have their own idea of their favorite version of the Turtles. Each iteration is special, and we want to leave room for you to be the version of the Turtles that means the most to you."

Teenage Mutant Ninja Turtles: Empire City launches exclusively in VR in 2026. Aspiring pugilists and weapon-wielders can wishlist on [Meta Quest](#) and [Steam VR](#) and [Pico](#) today. Follow *Empire City* on [Discord](#), [X](#), [Tiktok](#), [Instagram](#) and [Facebook](#).

Family is forever. Find yours in 2026.

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PRESS KIT

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

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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.