



Teenage Mutant Ninja Turtles: Empire City Announces Spring 2026 Release + Gives First Look at Co-op Gameplay

Pre-orders start today on Meta Quest with 20% discount

STOCKHOLM — FEB 5, 2026 — Charge your headsets and grab your friends, because Cortopia Studios and Beyond Frames Entertainment have just announced that *Teenage Mutant Ninja Turtles: Empire City* – the first ever Turtles game in VR – will be debuting on Meta Quest, Steam VR, and Pico this Spring for \$24.99. Pre-orders are available starting today on [Meta Quest](#) with a 20% discount.

With gameplay supporting up to four players co-operatively (in addition to solo play), the team behind *Empire City* gave their fans another good reason to poke their heads out of their shells today with the release of a [video](#) showcasing *Empire City*'s co-op experience for the first time.

“*Empire City* isn’t about playing one of the Turtles so much as it’s about *being* one of the Turtles, and playing them exactly as you’d want them to be,” said Ace St. Germain, CEO of Beyond Frames Entertainment and Creative Director of *Empire City*. “While each Turtle has their different strengths, we don’t have traditional, pre-defined classes. Instead, based on your chosen builds, the gear equipped, and playstyle, you can freely organize how you want your sessions to play out.”

To learn more about co-operative play in *Teenage Mutant Ninja Turtles: Empire City*, as well as the latest balancing updates to combat and traversal, be sure to check out [today’s developer diary on the Cortopia Studios blog](#).

SHELLHEADS COMING TO STEAM NEXT FEST

Players hoping to get an early hands-on with *Teenage Mutant Ninja Turtles: Empire City* will get to descend into the sewers for the first time on February 23rd, when a playable single-player demo arrives on Steam. This demo represents the first 15 minutes of

gameplay and offers a taste of every playable Turtle. This time-limited demo is available exclusively as part of Steam Next Fest until March 2.

CLASSIC COMICS ARTISTS JUMP INTO EMPIRE CITY'S SEWERS

As *Empire City* nears its final phases of production, the team behind the game is welcoming a bevy of modern and classic comics arts from across the history of *Teenage Mutant Ninja Turtles* to create new, original artwork to celebrate the upcoming launch of the game.

Best known for his covers and interiors on IDW's *Teenage Mutant Ninja Turtles* comics, Fero Pe kicks things off with [his homage to brotherhood](#) – a sentiment that's at the very heart of the Turtles and the very spirit of co-operative play. Pe's previous contributions to the TMNT Universe include work on IDW's main series, *TMNT: Nightwatcher*, and Turtles crossovers with other iconic franchises including *Mighty Morphin' Power Rangers* and *Stranger Things*.

“Once you look beyond the action with the Turtles, the first thing you see is family,” said Pe. “Family sticks together no matter how weird the world gets, and that's something these shellheads know all too well. Their combat skills make them warriors, but their bond is what makes them heroes. Seeing that spirit come to life in a VR game where players can literally stand shoulder to shoulder to face the city together? I can't imagine a better feeling.”

Teenage Mutant Ninja Turtles: Empire City launches in VR soon. Pre-orders with a 20% discount are available now on [Meta Quest](#), and the game can be wishlist on [Steam VR](#) and Pico today. Follow *Empire City* on [Discord](#), [X](#), [TikTok](#), [Instagram](#) and [Facebook](#).

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PRESS KIT

Press kit for *Teenage Mutant Ninja Turtles: Empire City* can be found here:

<https://bit.ly/3GMqdqP>

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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.