



# BEYOND FRAMES

## Teenage Mutant Ninja Turtles: Empire City Available April 30 on Meta Quest, Pico, and Steam VR



*Pre-orders available on Meta Quest with 20% discount*

**STOCKHOLM — April 2, 2026 —** Shell up, players, because it's finally time to be a Turtle! Cortopia Studios and Beyond Frames Entertainment reveal that **Teenage Mutant Ninja Turtles: Empire City**, will launch on April 30, 2026, on [Meta Quest](#), [Steam VR](#), and [Pico](#) for \$24.99. The first-ever VR game for everyone's favorite amphibious heroes, *Empire City* provides a full-body immersive experience that gives players three green fingers, ninja-style kicks, and the option to brother-up throughout the narrative campaign with friends in co-op.

**WHAT THE SHELL IS GOING ON? - EP1 TRAILER:** <http://youtu.be/gszxuO380ec>

“Over four decades, the Teenage Mutant Ninja Turtles have built one of the most incredible libraries in video game history. Those games do an incredible job of letting people *play* a Turtle, but I still haven't played a game that captures that feeling of *being* a Turtle. That's that feeling we set out to capture in *Empire City*,” said Ace St. Germain, CEO of Beyond Frames Entertainment and Creative Director of *Empire City* at Cortopia Studios.

After the first public hands-on demo during Steam Next Fest and exclusive media previews before and at GDC this March, the player excitement has grown larger than a Mouser-filled Technodrome:

- “I’ve always wanted to love being a Ninja Turtle since I was a kid, and though plenty of experiences have gotten me close, Empire City might be the most genuine way to inhabit a half-shell to date.” - Game Informer
- “Clearly gets the Turtles on a fundamental level.” - Comicbook.com
- “Everything here just works ... I could've stood on that roof twirling Michelangelo's nunchucks for hours.” - UploadVR
- “TMNT: Empire City shows how perfect the Ninja Turtles might be for VR” - IGN

## THE TIES THAT BIND US

“At its heart, TMNT has always been about the bonds between characters – the ones that tie them together and the ones that pull them apart,” St. Germain adds. “This is why we’ve made *Empire City*’s story less about the Turtles themselves than about the players’ bonds with TMNT. We wanted their understanding and personal beliefs to be reflected in their actions rather than forcing the player into a singular narrative. We funnel the players’ decisions through the leader of the Foot in Japan, Karai, who comes to New York to bring order to the chaos left behind in the wake of the fall of the Shredder – a leader whose approach to leadership is very different from her own. How she decides to lead is ultimately up to the players’ relationship with this world.”

A beloved character in the long-running canon of the Teenage Mutant Ninja Turtles, Karai plays a central role in *Empire City*. To commemorate her role, Cortopia Studios has worked with legendary TMNT comics artist Dan Duncan to create a unique piece of art showcasing Karai in the world of Empire City.



Ace St. Germain sat down with Tom Waltz, story consultant on *Empire City* and writer of *The Last Ronin* – as well as more than 100 issues of IDW’s *Teenage Mutant Ninja Turtles* comic book series – to discuss Karai’s role in the game in Cortopia’s latest [video dev diary](#).

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

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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.