



PARAMOUNT GAMES STUDIO REVEALS A BLOCKBUSTER LINEUP OF FAN EXPERIENCES FOR SAN DIEGO COMIC-CON 2026

From panels and show floor experiences to exclusive merch and fan activations, Paramount Games Studio brings fandom to life at SDCC 2026

LOS ANGELES (July 17, 2026) – **Paramount Games Studio** today unveiled its slate of fan experiences, exclusive reveals, and hands-on gameplay opportunities for San Diego Comic-Con 2026, taking place on July 23 to 26 at the San Diego Convention Center. Fans can step inside some of Paramount's most iconic worlds with immersive experiences, panels, and new merchandise celebrating some of the studio's upcoming titles, including *Teenage Mutant Ninja Turtles: The Last Ronin*, *Avatar Legends™: The Fighting Game*, and *Star Trek: Fleet Command*.

Avatar Legends™: The Fighting Game kicks off SDCC celebrations with its launch on Thursday, July 23, and will be present throughout the weekend, giving fans the opportunity to experience gameplay and hear directly from creators. Fans can get hands-on with the game at the IGN Gaming Lounge. Other Paramount Games Studio activations can be found sprinkled around the convention at the Paramount+ Lodge, the IGN Gaming Lounge, and other locations.

Panels

Fans can learn more about *Teenage Mutant Ninja Turtles: The Last Ronin* and *Avatar Legends™: The Fighting Game* through a series of SDCC panels, featuring the people behind the games and iconic IP franchises.

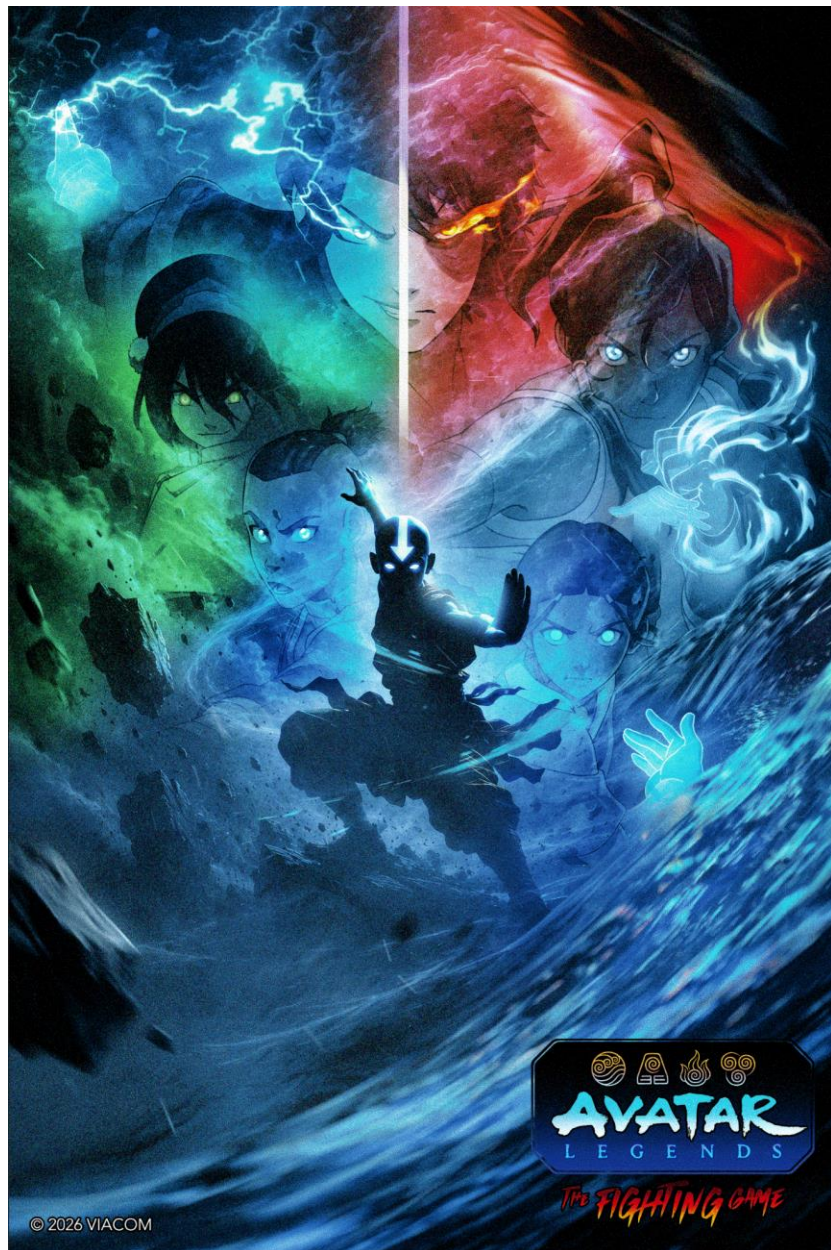
- **Avatar Aang: The Last Airbender** – The ultimate return to the Four Nations arrives in Hall H! Join the voice actors and creative team behind *Avatar Aang: The Last Airbender* for an in-depth conversation about the making of the upcoming Paramount+ film, and what's next in the Avatar universe, including exclusive news about *Avatar Legends™: The Fighting Game*.
 - **Date:** Thursday, July 23, from 1 - 2 PM PT

- **Location:** Hall H
- **TMNT: Shellebrating 300 Issues of Turtle Power & The Last Ronin** – Discover the story behind *TMNT: The Last Ronin* from comic creative Tom Waltz who brought it to life and celebrate legendary 300 issues of Turtle Power with comic creatives Gene Luen Yang, Andrew Joustra, Sarah Myer and Jake Thomas. Join Shawn Kittelsen, SVP, Head of Creative & Production of Paramount Games Studio, to get an insider look on the development process of the upcoming game in partnership with PlatinumGames.
 - **Date:** Friday, July 24, from 10 - 11 AM PT
 - **Location:** Room 25ABC

Activation Highlights

An expansive lineup of gameplay opportunities, immersive activations, and fan experiences will invite attendees to engage with their favorite franchises in electrifying new ways.

- **IGN Gaming Lounge** – Play *Avatar Legends™: The Fighting Game* at one of 25 demo stations featured in IGN's Gaming Lounge, with daily tournaments, giveaways, and more.
- **The Paramount+ Lodge** – Enjoy a hub featuring activities and interactive experiences for many of your favorite shows, including an *Avatar Legends™: The Fighting Game* arcade placement. Located at Happy Does (340 Fifth Ave., San Diego, CA 92101) from Wednesday, July 22 - Sunday, July 26. This is not affiliated with Comic-Con.
- **Star Trek Fleet Command: 60 Years of Star Trek Archives Experience** – In celebration of *Star Trek's* 60th anniversary, *Star Trek Fleet Command*, the beloved mobile game from Scopely, will invite fans aboard an immersive archive experience. The off-site activation commemorates six decades of *Star Trek* through the lens of the game, featuring official archive pieces, a Holodeck VR experience, themed photo moments, exclusive swag, interactive claw machines with *Star Trek* prizes, and a souvenir photo station where guests can choose their faction and take home a personalized *Star Trek*-themed card. Friday evening will feature a special invite-only event for the *Star Trek Fleet Command* community. Located at The Sinclair on G Street (643 G St, San Diego, CA 92101). This is not affiliated with Comic-Con. Open Friday, July 24 through Sunday, July 26.
- **Teenage Mutant Ninja Turtles: The Last Ronin Training Day Signing** – Visit the IDW Booth #2729 to meet Attack Peter, Escorza Bros, Tom Waltz, Luis Delgado, Ben Bishop, and Shawn Kittelsen for autographs on Friday, July 24, from 5 PM to 6 PM.
- **Nickelodeon Booth** – Fans can purchase a limited-edition BossLogic x *TMNT: The Last Ronin* hat and SDCC-exclusive BossLogic x *Avatar Legends™: The Fighting Game* art print at booth #4113.



AVATAR LEGENDS™: The Fighting Game will be available on PC via Steam for \$29.99 USD, with other platforms to come. For more information on *AVATAR LEGENDS™: The Fighting Game*, join the conversation on [X](#) and [Instagram](#).

For ongoing updates on game releases and expanded transmedia experiences, follow Paramount Games on social media: [TikTok](#), [Instagram](#), [YouTube](#), [X](#), and [Facebook](#).

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Press Kit

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Zebra Partners

About Paramount Games Studio

Established in 2026, Paramount Games Studio is a unified gaming studio, encompassing Skydance Games as its publishing label alongside Skydance Interactive and Skydance News Media as distinct development teams, under the seasoned leadership of executives Dan Prigg (EVP, Head of Games) and Shawn Kittelsen (SVP, Head of Creative and Production). Built on world-class storytelling, bold creative ambition, and the full strength of Paramount's beloved IPs, Paramount Games creates diverse games for every player, from casual to AAA, and enduring franchises designed to evolve with players for years to come. Its portfolio spans console, PC, mobile, and emerging platforms, with upcoming games and franchise experiences including *Teenage Mutant Ninja Turtles: The Last Ronin*, *AVATAR LEGENDS™: The Fighting Game*, and *Star Trek: Shadow Frontier*. By bringing together publishing, development, interactive licensing, and franchise-building under one vision, Paramount Games is elevating games alongside film and television as a core pillar of Paramount's broader entertainment ecosystem.