

# Transformers: Beyond Reality Redux Launches September 10 for Meta Quest

*The enhanced arcade-style on-rails VR shooter makes its Meta Quest debut with expanded gameplay, redesigned progression, and refined combat.*

MONTREAL, QC, CANADA, September 4, 2026 /EINPresswire.com/ --

MONTREAL, Québec, Canada - September 4, 2026 - [Meta4 Interactive](#) today announced that Transformers: Beyond Reality Redux, developed in collaboration with Illogika, will launch on September 10, 2026 for Meta Quest 2, Meta Quest 3, and Meta Quest 3S.



Transformers: Beyond Reality Redux launches September 10, 2026 for Meta Quest 2, Meta Quest 3, and Meta Quest 3S.

Bringing Transformers: Beyond Reality to Meta Quest for the first time, Transformers: Beyond Reality Redux expands the original experience with new gameplay features and improvements inspired by player feedback.

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*Eric Plante, COO, Meta4 Interactive*

Set in the iconic Transformers universe, players take on the role of a human recruit equipped with an experimental exo-suit, fighting beside Optimus Prime, Bumblebee, Grimlock, and the Autobots against Megatron and the Decepticons across Earth and Cybertron.

"We grew up loving Transformers," said Eric Plante, COO, Meta4 Interactive. "As kids, we imagined being the human fighting beside the Autobots, like Spike or Daniel. VR gave us the chance to finally bring that experience to life."

Easy to pick up and play, Transformers: Beyond Reality

Redux combines intuitive controls with guided movement in an arcade-style, on-rails VR experience.

"We wanted players focused on the battle," said Alfredo Chaves, Chief Production Officer. "The on-rails approach keeps them immersed in the action without overwhelming them with complex movement."

Transformers: Beyond Reality Redux introduces:

- New enemies and a new player attack.
- Rebalanced combat with more varied encounters and a dynamic difficulty curve.
- Redesigned progression system that rewards skillful play and encourages replayability.
- Streamlined upgrade system with upgrades that have a greater impact on gameplay.
- Mastery challenges that unlock Hard and Brutal difficulty modes.

"Fans around the world have loved Transformers for generations, and we're always looking for new ways for them to experience the brand," said Matt Proulx, Senior Vice President, Global Experiences, Partnerships and Music at Hasbro. "Transformers: Beyond Reality Redux brings the action and iconic characters of the franchise to life in an immersive new way on Meta Quest."

Transformers: Beyond Reality Redux was developed by Meta4 Interactive in collaboration with Illogika under license from Hasbro. Development of the project was supported by the Canada Media Fund.

Additional information, screenshots, trailers, logos, and press materials are available in the [official press kit](#).

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About Meta4 Interactive Inc

Founded in 2010 as Minority Media, Meta4 Interactive is a Montréal-based game development and interactive entertainment studio. Known for award-winning titles including Papo & Yo and Time Machine VR, Meta4 has spent more than fifteen years creating games, technologies, and interactive experiences across virtual reality, location-based entertainment, Fortnite, Roblox, and emerging platforms.

Today, Meta4 develops original games and technologies while partnering with leading entertainment brands to create interactive experiences that connect with audiences through play. The studio is also the team behind [PowerUP](#), its Native Playable Experiences (NPX) platform, which brings brands directly into gameplay across Fortnite and Roblox.

Meta4's location-based entertainment systems are currently in operation across the United States, Canada, Mexico, Asia, and the Middle East. Visit <https://www.meta4.games/> or follow Meta4 on LinkedIn.

About Hasbro

Hasbro is a leading games, IP and toy company whose mission is to create joy and community through the magic of play. With 165 years of expertise, Hasbro delivers groundbreaking play experiences and reaches more than 1 billion fans annually around the world, through physical and digital games, video games, toys, licensed consumer products, location-based entertainment, film, TV and more.

Through its franchise-first approach, Hasbro unlocks value from both new and legacy IP, including Magic: The Gathering, Dungeons & Dragons, Monopoly, Hasbro Games, Nerf, Transformers, Play-Doh and Peppa Pig, as well as premier partner brands. Powered by its portfolio of thousands of iconic marks and a diversified network of partners and subsidiary studios, Hasbro brings fans together wherever they are, from tabletop to screen.

For more than a decade, Hasbro has been consistently recognized for its corporate citizenship, including being named one of the 100 Best Corporate Citizens by 3BL Media, a 2026 JUST Capital Industry Leader, a Brand that Matters by Fast Company, and one of the 50 Most Community-Minded Companies in the U.S. by the Civic 50 for fourteen consecutive years. For more information, visit <https://corporate.hasbro.com> or follow Hasbro on LinkedIn.

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