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ARVORE and Sony Pictures Virtual Reality Team Up for the First Official *The Boys* Game

*A Diabolical Collaboration With the Creators of the Hit TV Series
Pre-orders open now on Meta Quest 3; wishlists live on PlayStation VR2*



SÃO PAULO – Dec. 8, 2025 – Fans of the multi-Emy Award-winning series, *The Boys*, can now step inside the universe with a new virtual reality game experience from the award-winning Brazilian game studio ARVORE and published by Sony Pictures Virtual Reality. *The Boys: Trigger Warning* is now available to pre-order at a limited-time promotional price of \$23.99 USD on the [Meta Quest storefront](#) and to wishlist on the [PlayStation Store](#). The stealth-action VR game puts players on the front lines of the war against Supes, launching in 2026.

[\[Trailer Link\]](#)

Developed with the creators and featuring cast members from the hit series, *The Boys: Trigger Warning* introduces an original character who accidentally uncovers a grotesque Vought secret that turns a family outing into carnage. Forced to become a Supe, the player joins The Boys to

infiltrate Vought and take revenge in the most chaotic way possible. Blending stealth and combat with the franchise's signature dark humor, the VR title delivers a new story rooted in the world fans love.

The game features beloved cast members returning to their roles, including Laz Alonso (Mother's Milk), Colby Minifie (Ashley Barrett) and P.J. Byrne (Adam Bourke). Jensen Ackles also appears as a twisted interpretation of Soldier Boy, created exclusively for the game.

"From day one, we wanted to build an adaptation hand-in-hand with the people who defined this universe," said Ricardo Justus, Founder and Head of Studio at ARVORE. "Working with the show's writers and cast allowed us to bring the edge, humor, and brutality that made the series iconic, delivered with the spark of magic only ARVORE can create."

"We're thrilled to work with ARVORE to bring *The Boys: Trigger Warning* to life in VR," said Lance Sloane, SVP of Virtual Reality at Sony Pictures Entertainment. "Having the show's creators involved in shaping the experience allows us to push the boundaries of immersive storytelling, and we're grateful to collaborate with our friends at Meta and PlayStation to deliver it to fans."

The Boys: Trigger Warning showcases what becomes possible when a world-class entertainment franchise and an Emmy-winning VR studio collaborate, uniquely blending story and physical gameplay. The result is an experience only a creative partnership between ARVORE and Sony Pictures VR could deliver, bridging gaming, fandom, and entertainment with an authenticity rarely seen in adaptations.

Visit the [studio website](#) and follow ARVORE on [Twitter](#), [Instagram](#) and [Threads](#) for ongoing updates on the game.

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ABOUT THE BOYS

The Boys is a fun and irreverent take on what happens when superheroes—who are as popular as celebrities, as influential as politicians, and as revered as gods—abuse their superpowers rather than use them for good. Intent on stopping the corrupt superheroes, The Boys, a group of vigilantes, continue their heroic quest to expose the truth about The Seven and Vought—the multibillion-dollar conglomerate that manages the superheroes and covers up their dirty secrets. It's the seemingly powerless against the super powerful.

The Boys is based on The New York Times best-selling comic by Garth Ennis and Darick Robertson, who also serve as executive producers, and developed by executive producer and

showrunner Eric Kripke. Seth Rogen, Evan Goldberg, James Weaver, Neal H. Moritz, Pavun Shetty, Phil Sgriccia, Michaela Starr, Paul Grellong, David Reed, Judalina Neira, Jessica Chou, Gabriel Garcia, Ori Marmur, Ken F. Levin and Jason Netter also serve as executive producers. *The Boys* is produced by Sony Pictures Television, Amazon MGM Studios with Kripke Enterprises, Original Film, and Point Grey Pictures.

ABOUT ARVORE

ARVORE is an Emmy Award-winning Brazilian XR studio that creates and develops innovative games, interactive narratives and immersive worlds using the latest technologies such as Virtual Reality, Augmented Reality, and Mixed Reality. With acclaimed titles like *The Line*, *YUKI*, and the *Pixel Ripped* series—including *Pixel Ripped 1989*, *Pixel Ripped 1995*, and the latest gem *Pixel Ripped 1978*—the studio has earned prestigious accolades, including the 2020 Primetime Emmy Award, a Lion at the 76th Venice Film Festival, a DICE Award Nomination, and the 2023 Best VR/XR Game Award at the BIG Festival.

ABOUT SONY PICTURES VIRTUAL REALITY

Sony Pictures Virtual Reality (SPVR) is the award-winning virtual reality (VR) division of Sony Pictures Entertainment (SPE). SPVR is dedicated to growing the business of immersive entertainment through the production and distribution of VR games and experiences globally, across all consumer channels including in-home and location-based entertainment. SPVR has published several popular VR games including *Spider-Man: Homecoming VR*, *Spider-Man: Far From Home VR*, *Groundhog Day: Like Father Like Son*, *Can You Walk The Walk*, *Jumanji: Reverse The Curse* and *Ghostbusters: Dimension* in collaboration with The Void, *Men In Black: First Assignment* in collaboration with Dreamscape and, most recently, co-published *Zombieland: Headshot Fever*.