



THE BOYS

TRIGGER WARNING

GAME GUIDE



WELCOME, YOU LUCKY BASTARDS

You're about to step into the world of *The Boys*, literally. *The Boys: Trigger Warning* is a VR stealth-action game built for Meta Quest where you play as Lucas, a regular dad who ends up with telekinetic powers and a very bad week.

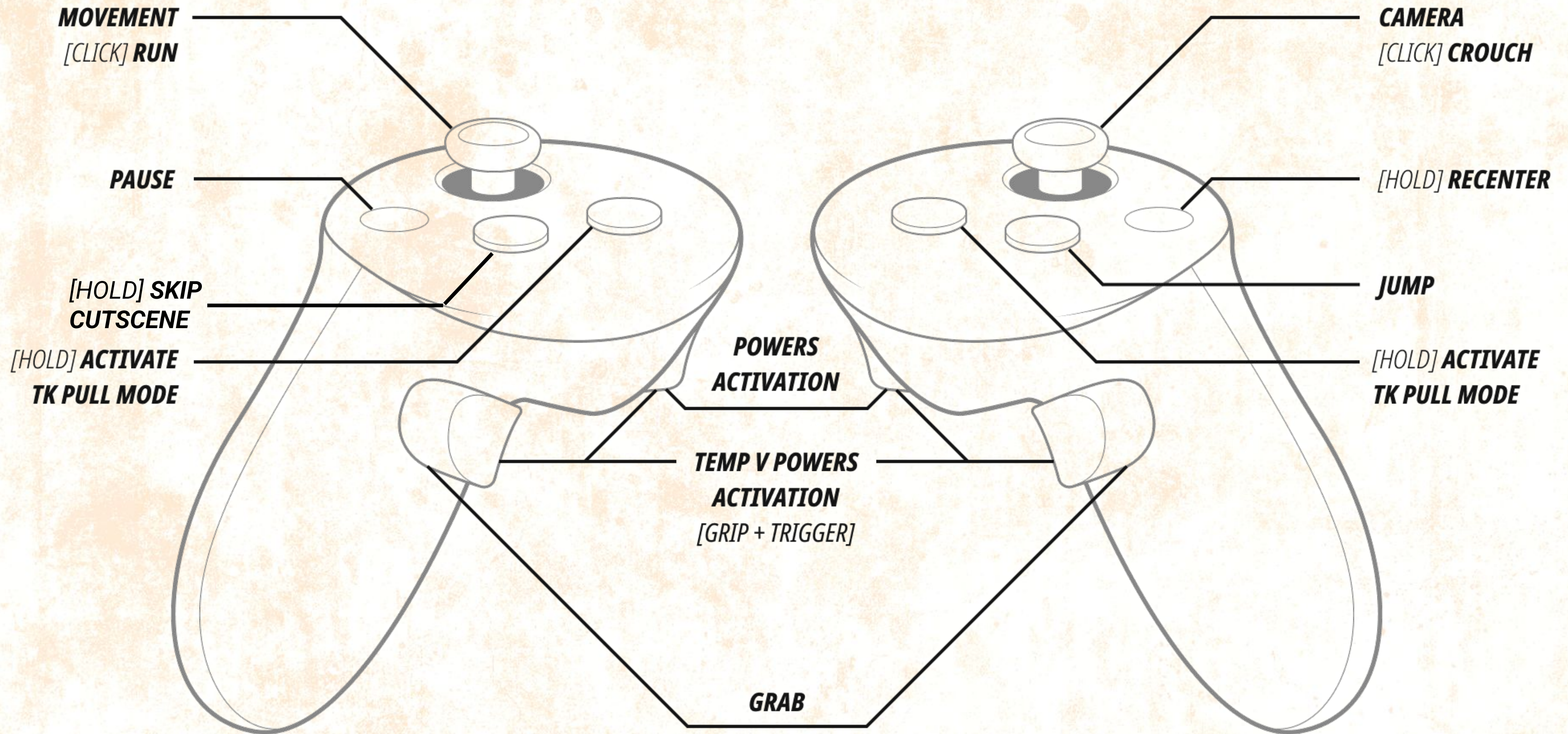
This guide will walk you through controls, powers, and all seven missions so you can hit the ground running. Or teleporting across rooms. Or slicing heads off. We don't judge.

A few things before you dive in: the game mixes stealth, combat, and narrative moments set in iconic locations from *The Boys* universe. You'll use Temp V pens to unlock temporary superpowers, and you'll meet some familiar faces along the way, including one you probably don't want to run into.

Spoilers are marked ahead.

Enjoy the ride, and try not to break anything in your living room!

CONTROLS AND INSTRUCTIONS



Navigating the menu – Settings

SETTINGS MENU INCLUDES

Power UI Tooltips

- Displays a tooltip on the side of the hand with the power controls

Telekinesis prompt

- Highlights LT (left trigger) and/or RT (right trigger) on objects available for Telekinesis

Player Height

- We do not recommend changing this unless you are playing standing up

Player Belt Offset

- Choose how far the Temp V pens will be from your waist

Other conventional options

- Volume
- Subtitles
- Vignette
- Haptics
- Rotation

Navigating the menu – Other options

Tutorial

- Description and guides for all powers and features

Evidence

- Where you can check the text and audio collectables found

Journal

- Dialog transcription
- Mission recap

Controls and Instructions – Telekinesis

HOW TO USE TELEKINESIS

Aim

- Point your hand towards the object you want to grab. Once the object is highlighted, press and hold the trigger button.

Hold/Grab

- While holding the trigger, the object will hover in front of the player's hand. If the selected item is a key item, it will be automatically added to inventory once you release it.

Throw

- While holding the trigger, push the object forward using your hand and release the trigger button at the end of the movement to throw it.



Controls and Instructions – TK Pull

HOW TO USE TK PULL

Aim

- Press B or X and point the matching hand towards the spot you want to pull to

Lock

- Once the aim is in the right spot, hold trigger to lock while still holding B/X

Pull

- While still holding the aim and lock buttons, pull the controller to go to the locked spot

Bonus: Hover

- Hold B or X to hover for a few seconds if falling



Controls and Instructions – TK Sense

HOW TO USE TK SENSE

Activate

- Place your hands over your ears and hold both trigger buttons

Color coding

- Amber = mission goals
- Blue = collectables
- Red = enemies
- White = other objects of interest



Controls and Instructions – TK Assassination

HOW TO USE TK ASSASSINATION

Positioning

- Get close to an enemy who is unaware of your presence (being camouflaged counts!)
- Point your hand toward the enemy's head and hold the trigger with the corresponding hand

Killing

- Release the trigger when the meter is in the red area to silently kill the guard
- Releasing when the meter is in the dark red area will explode the enemy's head and make noise
- If you release the trigger while the meter is in the grey area, the TK Assassination will fail



Controls and Instructions – Temp V pen

HOW TO USE TEMP V

Each Temp V Power has its own Pen. To use it:

Grab Pen

- To get Temp V pen, grab the desired one from your waist area.

Apply Power

- To use, hold the trigger with the pen on your hand, and inject the pen's needle into your opposite hand or arm.

Duration

- Lucas' veins will glow for as long as the power remains active.



Controls and Instructions – Temp V pen

HOW TO USE TEMP V

Charges

- Dark green slots in each Temp V pen represent charges that will be used by the next Temp V application
- Light green slots represent available charges
- Each pen has its own charges

Recharging

- Temp V Vials can be found throughout the missions
- Use Telekinesis or grab to pick it up. It fully recharges all the Temp V Pens automatically



Controls and Instructions – Hand Blades

HOW TO USE HAND BLADES

Activate

- Hold the Trigger and Grab Button to create the blade on the selected hand. It can be used with both hands, independently or simultaneously.

Slash

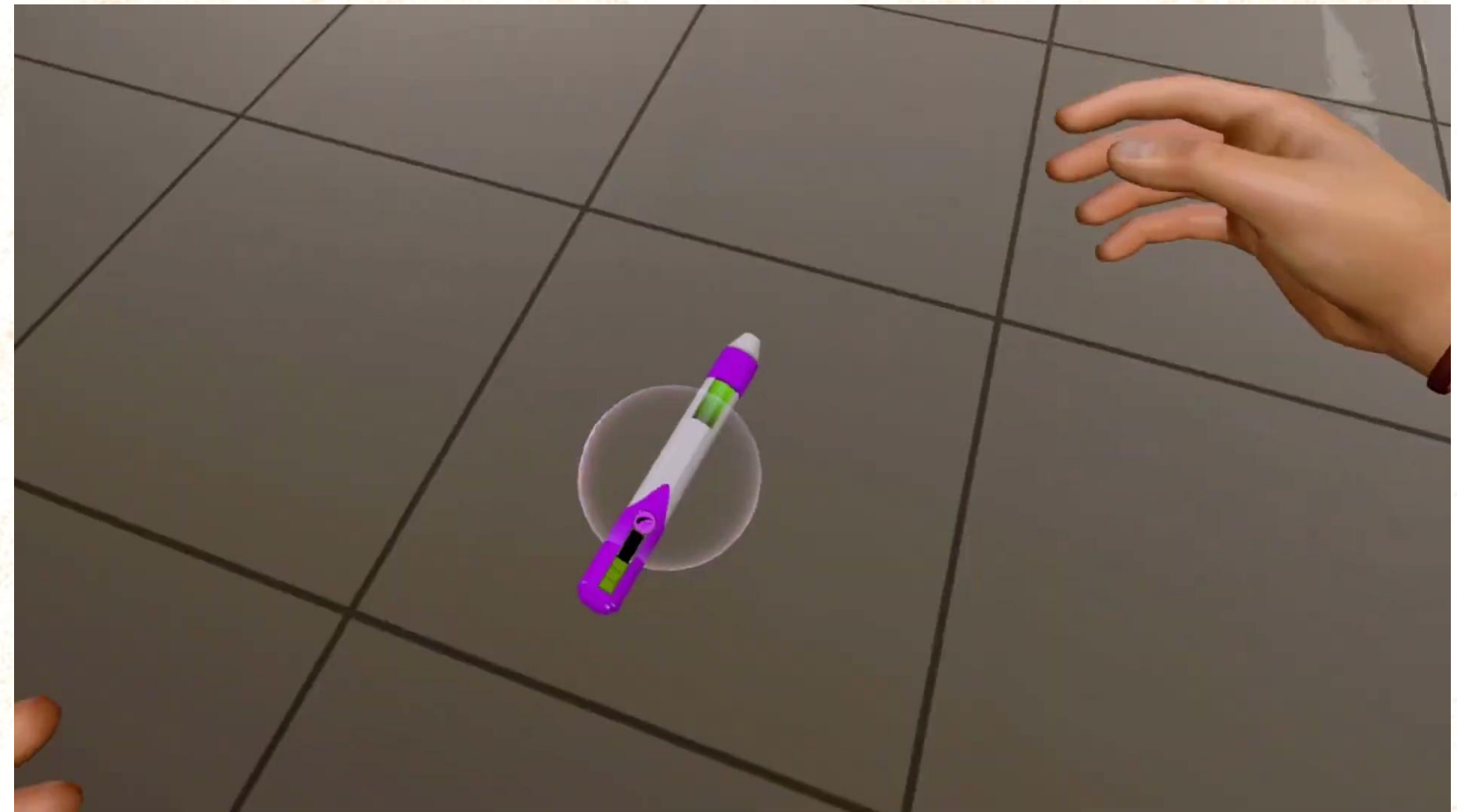
- Swing your blade towards the enemy, to cut and cause damage.

Shield

- Hold the blade in front of you to protect from gunshots

Deactivate

- Release the buttons



Controls and Instructions – Active Camouflage

HOW TO USE ACTIVE CAMOUFLAGE

Activate

- Apply the pen - no need to press additional buttons

Deactivate

- Lucas will remain invisible as long as the power remains active.

Note

- Making any sound while camouflaged will still draw attention from guards



Controls and Instructions – Laser Eyes

HOW TO USE LASER EYES

Activate

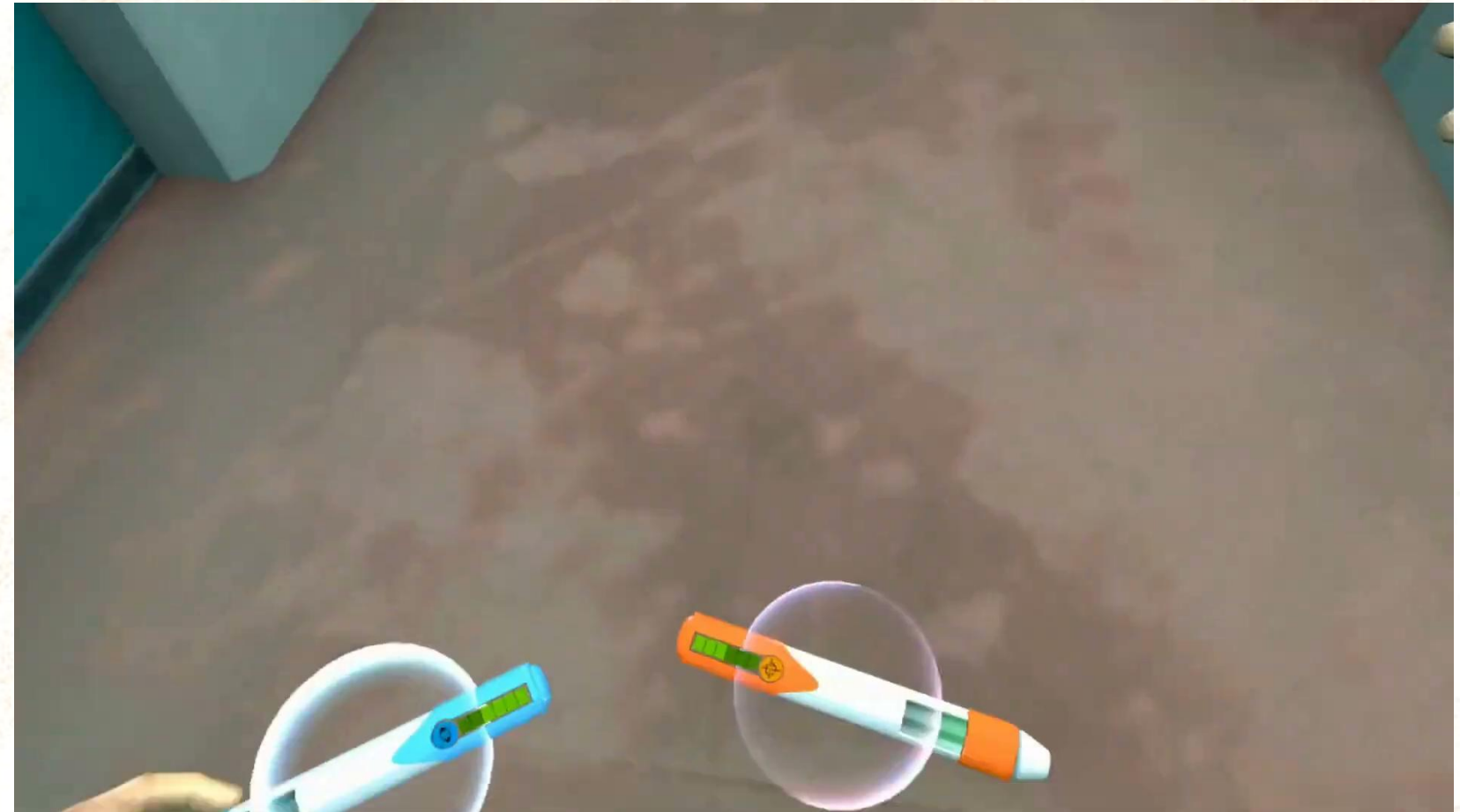
- Hold the trigger and grab button from both controllers for the laser to charge

Aim

- Keep holding the four buttons and move your head to aim

Deactivate

- Release the buttons



Controls and Instructions – Hacking

HOW TO HACK

Connect

- When approaching a hack terminal, grab the hacking device from the floating bubble and connect it

Hack

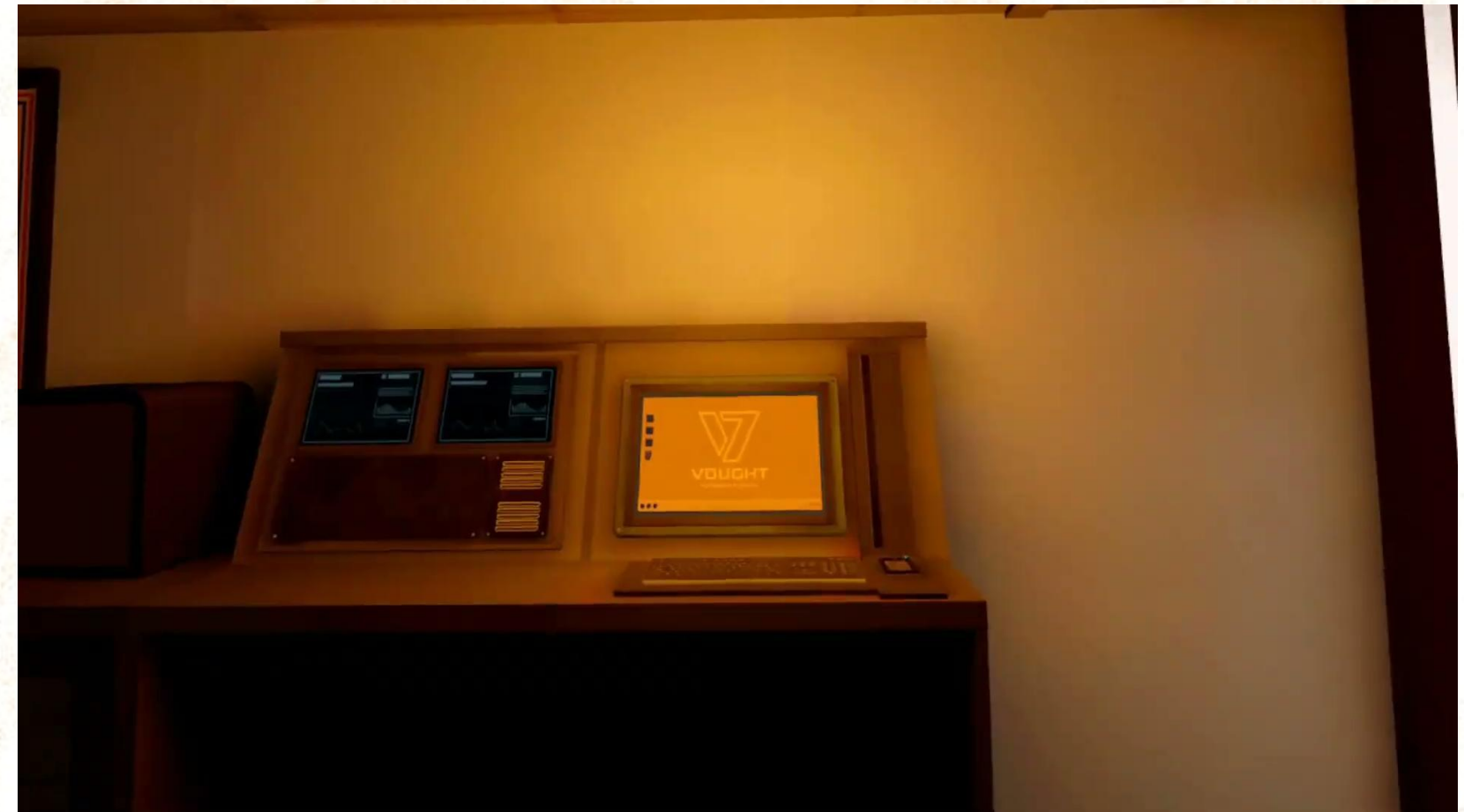
- Wait for the hacking system to load
- Smash the *hell out of the keyboard* until the green progress bar is filled

If it fails:

- Remove and reconnect the hacking device

Observe:

- The screen shows the hacking results
- In some situations TK Sense can also be used to show the hacking path



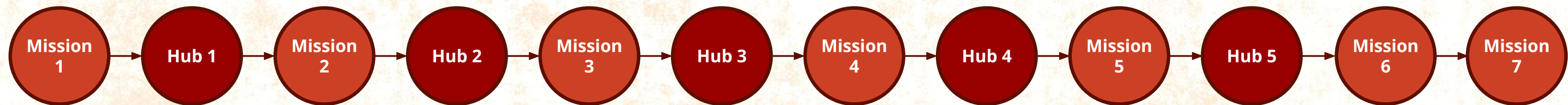
MISSIONS

Mission Overview

The game has twelve levels in total, split into:

- Main Missions (7): Gameplay missions
- Interludes (5): Narrative moments in the Bowling Alley (game hub)

Attention: Spoilers ahead!



MISSION 1 — VOUGHTLAND

Daddy's Home

Mission 1 (Voughtland) – Daddy's Home

Mission Synopsis

Lucas and his daughters arrive late at Voughtland and can no longer enjoy rides or watch shows. To ease his daughters' disappointment, Lucas decides to take them backstage, where they stumble upon a horrifying surprise.

Highlights

- Introduce the world and main characters, including the main antagonists, The Armstrongs
- This Mission teaches all game basic mechanics
 - Walk/Run
 - Jump
 - Crouch
 - Hack
 - Open Doors
 - Grab
 - Stealth



INTERLUDE 1

Welcome to The Boys

Interlude 1 (Bowling Alley) – Welcome to The Boys

Mission Synopsis

Lucas gets saved by Butcher, MM and Kimiko. He was saved from his deadly injuries with Compound V. Now he must learn how to control his new powers and help The Boys in the fight against Vought and The Armstrongs

Highlights

- Welcome to the Bowling Alley, the place where you will meet The Boys and plan before and after each mission
- Learn your core powers basic mechanics
 - Telekinesis
 - TK Pull
 - TK Sense
 - TK Assassination

MISSION 2 — Vought Tower

The Lion's Den



Mission 2 (Vought Tower) - The Lion's Den

Mission Synopsis

Lucas infiltrates Vought Tower and explores the headquarters of the Seven, beginning to uncover the darker side of Vought and its heroes while also learning more about the Armstrongs' connection to Project Janus. This is also the first time he puts his new powers to use in a real mission.

Highlights

- Pay a visit to Seven's Conference Room in the 99th floor
- Face to face encounter with one of The Armstrongs
- Use your powers in combat for the first time
- Find and use your first Temp V (Blade Hands)

A character is standing in a dark, industrial environment, illuminated by a single spotlight from above. The character is wearing a dark, tactical outfit. The background consists of dark, metallic structures and walls.

INTERLUDE 2

Knock Knock

SOLDIER TOY

Listen, pal. I'm not gonna sugarcoat it. You're in deep shit.

Interlude 2 (Bowling Alley) – Knock Knock

Mission Synopsis

After killing Parkool and stealing the Blade Hands Temp V in Mission 2, Lucas learns that Vought and the Armstrongs are now hunting whoever killed Parkool. He must return to Vought Tower to uncover the location of the remaining Armstrongs.

Highlights

- Meet Soldier Toy!

MISSION 3 — VOUGHT TOWER

The Inside Scoop

Mission 3 (Vought Tower) – The Inside Scoop

Mission Synopsis

In this Mission, Lucas returns to Vought Tower to get information about the location of the rest of The Armstrongs.

Highlights

- New Temp V - Active Camouflage
- New type of enemy (Shotgun guard)



INTERLUDE 3

Out of the Picture

SOLDIER TOY

The only way to keep her safe is to kill every last one of them.

Interlude 3 (Bowling Alley) – Out of the Picture

Mission Synopsis

After hacking the Crime Analytics servers at Vought Tower, Lucas returns to the hideout and retrieves the Armstrongs' tracking signals. He discovers that Invisilass is alive and hidden inside the Global Wellness Center. Determined to find her for more information, he now faces even worse Temp V side effects—hallucinations that blur the line between reality and delusion.

MISSION 4 — SAGE GROVE

A New Age of Superheroes

SOLDIER TOY

What a way to go...

Mission 4 (Sage Grove) - A New Age of

Superheroes

Mission Synopsis

The player goes to the Sage Grove to hunt down Invisilass and has to find his way through the labs and cells to find her.

Highlights

- New Temp V - Laser Eyes
- New type of enemy (Heat Vision Guard)

A character with dark hair, wearing a yellow and red jacket, is sitting on a wooden bench in a locker room. The room has several lockers in the background. The character has a serious expression.

INTERLUDE 4

A F***ing Disappointment

Interlude 4 (Bowling Alley) – A F***ing Disappointment

Mission Synopsis

Lucas learns that Temp V is deadly and could kill him if he keeps using it. His hallucinations with Soldier Toy become stronger and dangerous, he almost kills his daughter by accident due to them. Pheromom contacts The Boys, offering a Truce.

MISSION 5 — MERCER HOSPITAL

A Little Arrangement

Mission 5 (Mercer Hospital) – A Little

Arrangement

Mission Synopsis

Lucas goes to the Mercer Hospital to negotiate a truce with Pheromom. The Negotiation goes south and Lucas has to escape.

Highlights

- Homelander encounter!

INTERLUDE 5

No More Lies

LUCAS

Dammit, Jess!

Interlude 5 (Bowling Alley) - No More Lies

Mission Synopsis

MM and Butcher clash over Pheromom's murder. Butcher then reveals the truth—the flash drive was a trap with no real intel. Meanwhile, Lucas's surviving daughter destroys his reserve of Temp V. Now, before facing Levitate in the final battle, Lucas must find a new supply.

MISSION 6 - SAGE GROVE

A Score to Settle

MORGUE

Mission 6 (Sage Grove) - A Score to Settle

Mission Synopsis

Lucas returns to Sage Grove to secure more Temp V, only to realize he's been deceived by Levitate, who has set a trap to kidnap his daughter. Now Lucas must race back to where it all began for the final showdown against Levitate—rescuing his daughter and bringing his vengeance to an end.

Highlights

- Go through combat with no Temp V



MISSION 7 - VOUGHTLAND

The Real Hero

Mission 7 (Voughtland) - The Real Hero

Mission Synopsis

Lucas goes back to where it all began, Voughtland, to face Levitate and save his daughter.

Highlights

- Final encounter with The Armstrongs



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