

The Boys: Trigger Warning

[Patch V1.0.0.273](#) - Performance patch and some extra tweaks



The Boys: Trigger Warning was released a few days ago, and in that time, we've had a wide variety of reviews from fans who were not only looking for a thrilling adventure in their favorite franchise, but also pointed out improvements they felt were necessary for the game. We are actively listening to the playerbase and did our best to deliver the fixes for these problems ASAP, so this first patch is packed with improvements and tweaks for a better experience. Keep in mind this is only the first patch we are releasing, there are more to come in the future in order to guarantee the game is the amazing *The Boys* experience we intended it to be for everyone.

WHAT'S IN THIS UPDATE:

Performance Improvement

Several aspects of the game were polished and optimized to ensure a more stable FPS, which enables a much more fluid overall experience. The game now features two visual quality modes available in the settings:

- **Boost (Experimental):** Targets 90 FPS, with occasional inconsistencies but a better overall experience.
- **Stable:** Targets 72 FPS, offering more consistent performance. Boost (Experimental) is enabled by default*.
- **Enemy Buff:** Alarm-Triggered Enemies now have the same level of challenge as the regular enemies of each level.
- **Crash Fixes:** Specific crashes identified by players were fixed

Minor VFX and SFX tweaks

- **Icicle Icon indicator in Parkool's attacks added:** During part 2 of the battle against Parkool, players can now identify the incoming threat thanks to the visual indication added.
- **Levitate's Call Screen visual improvement**
- **Floating Text in Laser Eyes Tutorial added**
- **Level 2 Tutorial Panels Adjusted**
- **Hand Blades "swoosh" SFX added**

Quality of Life Tweaks

- **Level Maps added:** Following the storytelling of each level, maps are now added to walls during key moments to help players navigate easily and keep focus on the narrative
- **Alarm sound duration reduction**

Minor Fixes

- **Visual fix on Lucas' wake-up scenes**
- **Overall dialogues correction**
- **Overall characters animation adjustments**
- **Overall voices and SFX adjustment**
- **Blob Shadows added for some characters and cutscenes**
- **Overall Light adjustments**
- **Overall VFX tweaks for performance improvement**
- **Improved specular reflections for some assets**
- **Improved texture for some assets**
- **Removed skip during the opening credits (logos) and the "This is way over my head" cutscenes**
- **Shader bugfix for Private Party cutscene**
- **Napalm's wheelchair no longer floats at Private Party Cutscene**
- **Minor light adjustments for the falling debris**
- **Overall light adjustments and improvements**
- **More clutter added to the game Hubs/intermissions**
- **Minor VFX tweaks for the Laser**
- **Texture adjustment to damaged objects**