

The Scientific Department

Special Containment Foundation
SCPF: SCI-PATHOS-III
Installation Area II



SCIENTIFIC DEPARTMENT RESEARCH DOCUMENT

TO: Foundation

FROM: TylerD2323

SUBJECT: SCP-131 Behaviors

DOCUMENT Report

DATE: 9/10/25

CLEARANCE: Security Class - O

INTRODUCTION

SCP-131 is a sentient class anomaly that forms groups and, on the outside, appeals to personnel; however, a deep dive shows their true intentions. SCP-131 will work against others, even in the most trivial competitions, using math, ratios, etc., to gain an advantage, eventually even cheating. They have a bond with these monkey appearing plushies, of which they are obsessed. In my addendum, we can see they literally cheated and fought each other, and as seen on sight, they attempt to harm personnel over these plushies. SCP-131 later tries to fix these mistakes when it is done with a topic [it's extremely versatile, changing subjects constantly] to remain a centre of attention, even giving away plushies to do this. We can also support this with the plushies, as it's evidence that they smile; perhaps that's why they like the plushies so much.

SCP-131 is a robot with a large mechanical eye with a pupil and a general shell. To move, it has a singular wheel and other mechanical parts, allowing it to move and balance. It likely uses some sort of internal weight system to prevent tipping of its core. It is comprised of many different colours, with the shell [shaped like a tear], and the eye having different colours for every instance. Its colour is also the colour it prefers to be around, as seen in many on-site events. There are ~200 variants of 131. How SCP-131 is sentient is unknown, but as seen when a 131 dies, there is no core processing unit or brain. It's life, more so, seems like a soul trapped within a machine, as there is no solid proof of anything else.



BEHAVIOR

The following is based upon a test, and is a direct copy-paste; it shows SCP-131's critical thinking and cheating abilities in a game of Capture the Plushie. DM me for the exact log if you'd like more information.

- **Capturing**
 - The eyepods showed a unique behaviour when capturing a plushie. Whilst trying to capture one, they showed a ratio of 1:1, with 1 eyepod trying to stop them, and 1 eyepod trying to score. Once scored, the teams ran back out into the hallway and tried to stop the other eyepod, which, after enough time, they would give up, allowing them to score it via tiring the other team out.
- **Data Gathering**
 - The eyepods attempted to sit in on the other team's brief, both teams trying to spy and get a hand over one another. I had to escort them out of the room and ensure they couldn't see to prevent this. They stopped once I did this, but it was quite an interesting behaviour.
- **Behaviours**
 - The eyepods showed a few behaviours here, such as motivation or involvement. They were also quite competitive towards one another over the plushies, and after the game, one team was sad due to losing and angry at the opponents, but one team was happy due to winning.
- **Eye Behaviours**
 - The eyepods' eyes constantly kept showing a strive to win in their eyes, whether it be through having the top eyelid partially down, showing determination, or the top and bottom eyelids to show them they are fierce and competitive.
- **Special Behaviours**
 - A special behaviour I noticed if they fight using math. When they did this, they had a ratio of 1:1, one eyepod trying to steal, and one eyepod trying to prevent it. Alongside this, enemies of one team are held at the fire doors in CR, preventing them from scoring, and allowing for 1 team member to swoop on by and score it, this is at a ratio of 2:1, with 2 defending, and 1 scoring, while 1-2 enemies are trying to push it into the base, while one or two tried cheating (a common issue I had to address twice). I believe this is due to them being extremely competitive and striving for victory.
- **Cheating**
 - Although I warned them about cheating, they still did. Team 1, on numerous occasions, tried stealing from Team 2's base, attempting to steal 3 plushies total before I stopped it. Alongside this, when confronted, they *refused* to admit



they were cheating and lied to me and the other eyepod. Later on, I caught another eyepod stealing a plushie, and working together with the one who had attempted to steal it before. I had to ask Dragon if they did steal it, which it was proven they did.

CONCLUSION

In conclusion, even if they're fighting other eyepods in a game such as Capture the Plushie, they will cheat and attempt to gain an advantage over one another. Alongside this, they will develop plans and use math to their advantage (ratios). Following this, they showed knowledge of holding chokepoints and key locations, proving they do have some tactical capabilities, as stated in my rationale.

I theorise that the eyepods, if briefed properly and in one large cluster, can be used for data gathering and missions to retrieve an object. Alongside this, they may understand math and what a chokepoint is, as they utilised it with the fire doors (a location where it is much harder to push plushies; I ensured both teams had one of these for fairness). This proves they may be able to understand how to utilise key locations, such as one where it's harder for the enemy to get past, making it even harder by positioning themselves there

CITATIONS

TylerD2323 (2024, August 15). 131 - Capture the Plushie (TylerD2323, Ed.) [Review of 131 - Capture the Plushie]. Google Documents; TylerD2323.

<https://docs.google.com/document/d/1cL7Zf5yij-qbAaWyHLfsUmSglj2AlI9v-imfRln7QU8/edit?tab=t.0>