

Preliminary Discovery 3
SCP-261

Invariem

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Test Information

0.1 Sample 1

Class-D:

- allyship19
- appleman348
- trickster45452

Combatives:

- KingDANIEL1005, Security Jr, Security Department, Level 2

Spectators:

- gtnb, Level 2
- wictorCRACK, Ambassador, Department of External Affairs, Level 2

0.2 Sample 2

Class-D:

- SkylesMars
- Ulvarh
- JoeTactics

Combatives:

- grumpypanda10, Security Sr, Security Department, Level 2

Spectators:

- joaquin972009, Entrant, Scientific Department, Level 2
- LogOnDenied, Chief Researcher, Scientific Department, Level 4

1 Results

1.1 Sample 1

1.1.1 Zone-D

The test began with a radio callout, announcing that Zone-C was off-limits for an unspecified duration of time. The party moved toward the scanners and filtered through accordingly, and by that time, the psuedo-lockdown was lifted.

1.1.2 Containment Zones

As we arrived at the containment chamber to SCP-261, Class-D were ordered against the right wall of the viewing area and briefed on what their objective was.

Invariem: "Your objectives are to interact with successive buttons on the panel of SCP-261, describe its name, appearance and property when used."

Each Class-D interacted with a maximum of 4 buttons (4 instances), as that is the empirical maximum of SCP-261 instances per Class-D. The raw results are shown;

Instance	Button Pressed	Class-D Observed	Type
SCP-261-001	(0,0)	trickster45452	Healing
SCP-261-002	(1,0)	trickster45452	Unique
SCP-261-003	(2,0)	trickster45452	Healing
SCP-261-004	(0,1)	trickster45452	Healing
SCP-261-005	(1,1)	allyship19	Healing
SCP-261-006	(2,1)	allyship19	Healing
SCP-261-001	(0,2)	allyship19	Healing
SCP-261-007	(1,2)	allyship19	Harmed
SCP-261-003	(2,2)	appleman348	Heal
SCP-261-008	(0,3)	appleman348	Heal
SCP-261-009	(2,3)	appleman348	Heal
SCP-261-010	(3,3)	appleman348	Harmed

Figure 1: Table of Results Sample 1

1.2 Sample 2

The Zone-D and CZ conditions were consistent with Sample 1.

This sample was taken to explore the effects of selecting one button continuously. This resulted in a variety of items being dispensed, furthering the understanding that the buttons are not bound to an item, and are cycled at random.

2 Object Description

SCP-261 is a vending machine, bearing a 4x3 button matrix for selection of goods, as well as one input for a coin (yen). The body is a dark grey, black colour sitting on four metallic pegs that stand it upright. The method in how the vending machine chooses items to dispense is unclear, and is seemingly random. Each button has the same purpose, to dispense any random instance with anomalous effects => button selection is irrelevant. The following is true for **all** instances:

- All instances heal, damage, or have a unique effect.
- The number of unique instances that can be dispensed is indeterminate, and we can only continue testing, until the probability of not getting a new instance tends to zero, as our sample tends to infinity. (e.g, continued application of the general idea: $P(X_0 \wedge X_1 \wedge X_2 \wedge \dots \wedge X_n) \rightarrow 0, n \rightarrow \infty$)
- There is an empirically tested limit of 4 instances of SCP-261 at any given time in the inventory of a person, any further will result in failure to dispense for that person.
- The shape and effect of any named instance (e.g instance 001 will *always* be a cylindrical can that heals) is constant.
- The colour, texture and luminosity of an instance is variable between each vends, varying between cobblestone, corroded metal, and more.

The current list of all sampled *special* effect instances are as follows;

SCP-261-002 "Pint Paint" This instance *paints* the user with a random set of colours (red, pink, blue, etc), and has no further noticeable effects.



Figure 2: Effect of SCP-261-002 "Pint Paint"
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Figure 3: Test Evidence for Sample 1



Figure 4: Test Evidence for Sample 2