

Randy M., 4th Grade

Shy Guy The End

SCP 096 or know as Shy guy is a strange anomaly found in a snowy forest in Siedleria it was found by the SCP Foundation found it. It was found when a farmer reported a weird figure near his farm. SCP 096 was brought to the SCP Foundation and put in one room leading to an outer room. Weakness of shy guy or 096 is fragment like grenades. Land mines any thing that explodes in other thing is going that shot very fast like mine gun and last when he is in rage he slew. SCP 096 or Shy Guy is fast and strong in rage. The origins of SCP 096 is unknown. When in rage nothing can stop him only slower him he will not stop until he get his target to kill and eat him. To know the SCP Foundation tell you SCP must contain and protect they do not often kill SCP the Foundation has 3 threats is the SCP the cause of the SCP is x SCP Foundation employees that are trying to take the Foundation down and last the world culte ingest they kill ever SCP they can get. The SCP Foundation is a red alert SCP 096 escaped his cell do to a plot got in to the public so he on a rampage it get all over the news and on online and the Foundation can't do any thing SCP 096 is getting ever one left and right all team of MTF and even MTF teams to stop SCP 096 but it over He get to an outer SCP but he breaks open all of the door of the SCP all SCP get out so last minute in time they eat the bones a blew up the facility. Sadly all SCP in the facility died in the facility. But Shy Guy did not he still ran to ever city, town in the world the population was at 7 billion known it is 4 billion there to 1 billion then 100 million a quarter of it is SCP Foundation employees that 25 million employees so the O-S console decided to use 3 SCP. SCP god, SCP 1499 and SCP 000. The plot to make more 1499 for 50 million people. For the plan you will need lot of light and ammo and very powerful gun and first aid and use SCP god to help and bring ever one. To here that the end you can't do anything Shy can not be stop. The End.