TDS lore

What is TDS lore?
What is the main cause?
Who did this?
How did this happen?

I will be making my own TDS lore, do know I will be using a non-canon character in the game, as he will be the main part of the lore (This is also JUST the storyline with some explanation, there isn't actually lore for each occurrence yet)

What is TDS lore?

TDS lore isn't really deep unless you put your own twist to it, like who is the 1st subject/experiment for the apocalypse? You would probably say "I don't know"
But by observing you can make lore by saying something like GraveDigger is the 1st subject (This might even be true!)

What are we to the lore?
We the players work for the government, to clean up messes, incidents, accidents
The government's most known system is "TDS" as it's the main source for us players to command, serve, rescue and save the world from the apocalypse

What are Gravedigger, Molten boss, Fallen king lore?

Grave digger is the 1st subject/reincarnation of the zombie virus that happened back in SFOTH, also the cause of the ongoing apocalypse, due to his size, it would be safe to assume he is the 1st subject and he has been growing more and more.
Unfortunately for him we arrived too early to end his demise

Molten Boss
From coming from the underworld, he comes from the nether, he has his own civilization, he came to overtake our world, he was the reason why the world was unsafe for a long time.
The 1st incident that we (The players) had to take care of, it took many tries to bring him down

Fallen king
Nobody knows where he really came from, some speculate he originated from the abandoned road called "Dead Ahead" vortex, he has similarities to the Molten Boss, an army, a civilization, but 1 key difference was he was way stronger and more organized.
He was another reason why the world was unsafe again,
He was the 2nd incident we had to take care of, just like Molten Boss, it took many tries

The orders they showed up:
Molten boss, Fallen king, Grave digger

Now we will move on the main part
How did the apocalypse start?
A child was traumatized… He developed hatred for humanity, he would later devise a plan that would be the ongoing apocalypse that we cannot defend
Ok that was the backstory of the apocalypse

The child grew into a man in his 20's, He devised a plan, it would be going to an abandoned tourist spot called "The heights", he would find a giant deceased body that fell down from the heights, taking its DNA would make the plan take 1 step closer to a disaster

He would later succeed in creating Subject 1 (Known as Grave Digger), unfortunately for him, an incident happened and it didn't go so well. It escaped, No traces were found except for a broken tube in his lab, this would start the apocalypse that he created that he could not control

What is "Void"?
Void is a chemical that would be used for the next incident that the same man that created the apocalypse would try to prevent the apocalypse

The A51 Incident:
The man is now in shock, not knowing what to do, he would devise another plan to break into 1 of the most notorious places, Area 51, he knew that he had to try to find something to at least use against the apocalypse.
Conveniently for him, there was a planned raid to A51, he knew he had to take advantage of this situation, to find what he needed, what he found was extraordinary, The "Void"

Not knowing what it could do, It's full potential, he took it, it was the only thing he could take before we (The players) finished with the raid mess, he will regret taking it sooner or later
The raid was also unsuccessful for the raiders :(

The Wrecked Battlefield Incident
This incident happened unexpectedly, The man was attempting to make a weapon, there was no more saving the world at this point.
He was trying to make more of it 1st, like many incidents, there's always gonna be a problem, this time he made too much.
Fortunately for him, he was able to escape before the void got to him, unfortunately for us
We had to fight 2 massive void tarnations, 3 unexpected leaders joined.
It took us 1 try, unfortunately many comrades were lost… we will have to replace them soon in the future.

The man was fortunate enough to have dust particles of void remnants to collect in just 2 bottle to use for future purposes… and more incidents

A man was also found unconscious where the last void tarnation died, he had an intimidating aura identical to the void tarnations
Polluted wastelands Incident II:
The man took a break trying to fix what he caused, desperate for money as well
He made a nuclear power plant as a business and to help the world a-bit

He was then given fame and reputation, little do they know he was the main reason this entire apocalypse started

A few years would pass until he would remember about the "Void" remnants, thinking about how he should use them, he used his engineering skills to build a mechanical giant that would defend the power plant.

Hell struck loose as the giant would destroy the power plant, he would accidentally drop the last remnants of the "Void" into the radiation, enemies flooded in, got radiated and got stronger with nuclear energy and "Void" energy and take over the power plant, turning it into a wasteland

Good thing we arrived in time to take care of it before it started manifesting on more zombies and making them stronger worldwide

Life was playing with this poor man's luck, he escaped once more, his fame and reputation would gone again for this incident

Trick or Threat Involvement:
The man was seen dawning a dark cloak talking… to us
Since we didn't know much of the phenomenon, he would help us for some reason
We owe him this one, perhaps this was his hometown

Solar Eclipse Involvement:
1 of his abandoned factories would be used for the "Umbra"'s base, as well as using some of his scrapped inventions (Clankers, Mega Clankers)

Eggy island Incident:
This would be the end of the line for him, him and his daughter would go on a vacation
Him and her would stay at a vacation island called 'Eggy Island"
It was also near easter time, it was very convenient, he wanted to take a rest from all the incidents he had caused and involved in, here is where he would create a gift for her
A giant… Duck?
It was originally meant to be a defense system (Mecha base) for the island, unfortunately, the enemies arrived, he was not able to finish this project that would defend him and her and the residents, the residents fled as well as his daughter, he was left behind with a few other residents, not knowing what to do… he decided to end things with a bang, activating the massive Duck would let her daughter see the gift he left for her in a far distance, the Duck would then wreck havoc across the island until we would arrive to stop the enemies and the Duck

It was rough, seeing him die with a smile would send shivers down our spine even after all the hell he brought to the world
His legacy ended
"The man"
📄 TDS lore: The man (And some engineer backstory)