Hello, and thank you for downloading Fostering Apocalypse.

This is the debut game of Incisor Studios, a game development co-op founded by Steff Bradley and Mauricio Castillo. But it can also be considered a big labor of love.

Fostering Apocalypse is a game that was made in approximately four months from design to finish, and it has been a collective effort between every single contributor in it. We hope you enjoy it as much as we enjoyed being able to present this story, and we hope you stay tuned for what will come in the future.

If you have any questions or bug reports, feel free to send us an e-mail at IncisorStudios@gmail.com or submit them to the itch.io discussion forum. We will be sure to read all of these and try to fix them!

Thank you so much for reading, and we hope you enjoy the game!

Welcome to the birth of the second end.

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FOSTERING APOCALYPSE WAS MADE BY THE FOLLOWING PEOPLE:

Writing & Art : Steff Bradley (steffbradley.com)
Programming : Mauricio Castillo (maurimo.com)
Sound Design: Cristian Ayala (cristianayala.net)
Scoring: Ian Laurence (musicianlaurence.com)
Game Cover: Nathaniel Santore (nathanielsantore.com)

Special Thanks

Mark Sable
Jim Rugg
Daniel Rodríguez
Anna Marcelo
...
And you!

<3

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