



PLANTED RECOVERY

Grow where you're at.

TREATMENT: ANYWHERE, ANYTIME, AT YOUR MOMENT OF NEED.



THE PROBLEM



High barriers to specialized addiction treatment = not enough people are getting to recovery programs

21 Million U.S. adults

Need or want substance
abuse treatment



**Intensive outpatient
program (8-12 weeks)**

Recommended next step in care but
often takes too much time to commit

2.3 Million access treatment

That is 11% of the addressable
market gets treatment at one of
14,500 facilities

Not enough access to treatment

- 9% do not know where to go
- 8% have transportation issues
- 6.6% might negatively impact job

Residential treatment

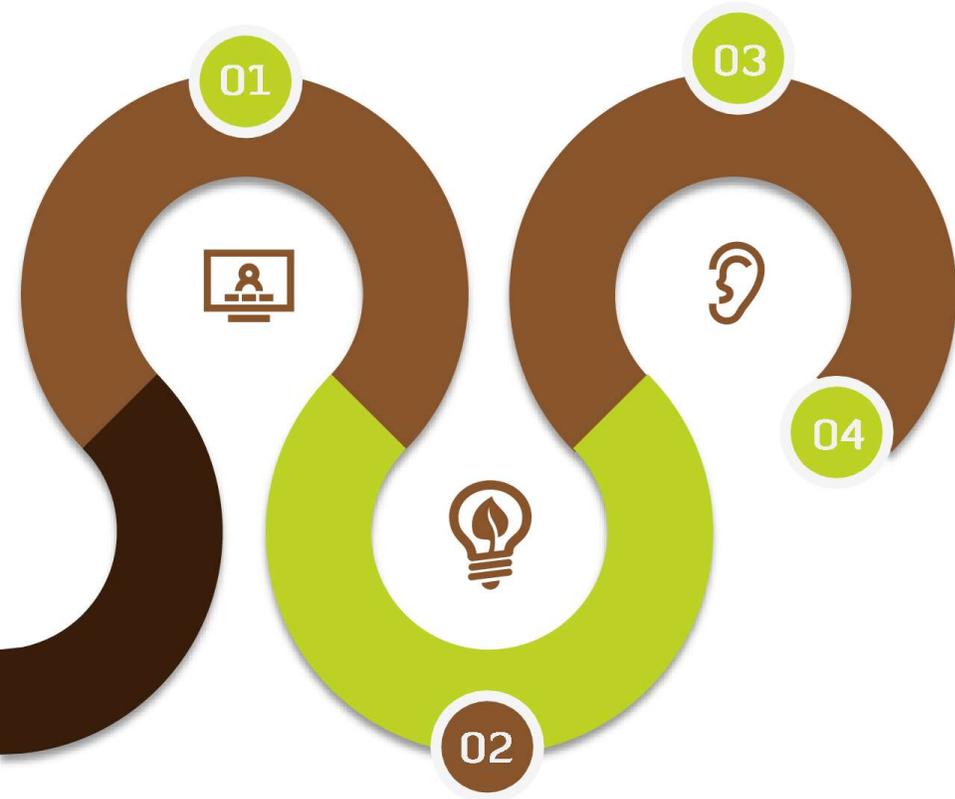
28 days not long enough but
lives can't be put on hold
indefinitely

**Too many leave
care early**

SOLUTION



Reduce barriers to specialized addiction treatment by creating a 100% web-based Intensive Outpatient Program



Telehealth Delivery > Solving for treatment deserts

Telehealth platform that brings specialized treatment programs for a limitless reach.

Merge Treatment And Technology

Addiction industry is ripe for *disruption with innovation* using exponential technology and data science.

Addiction Treatment Management Platform

A custom-built care delivery platform that is scientifically designed using behavioral sciences, interactive curriculum, gamification, adaptive intelligence for clinical decision support, treatment data to create an engaging and personalized recovery program for a unique, data-rich experience.

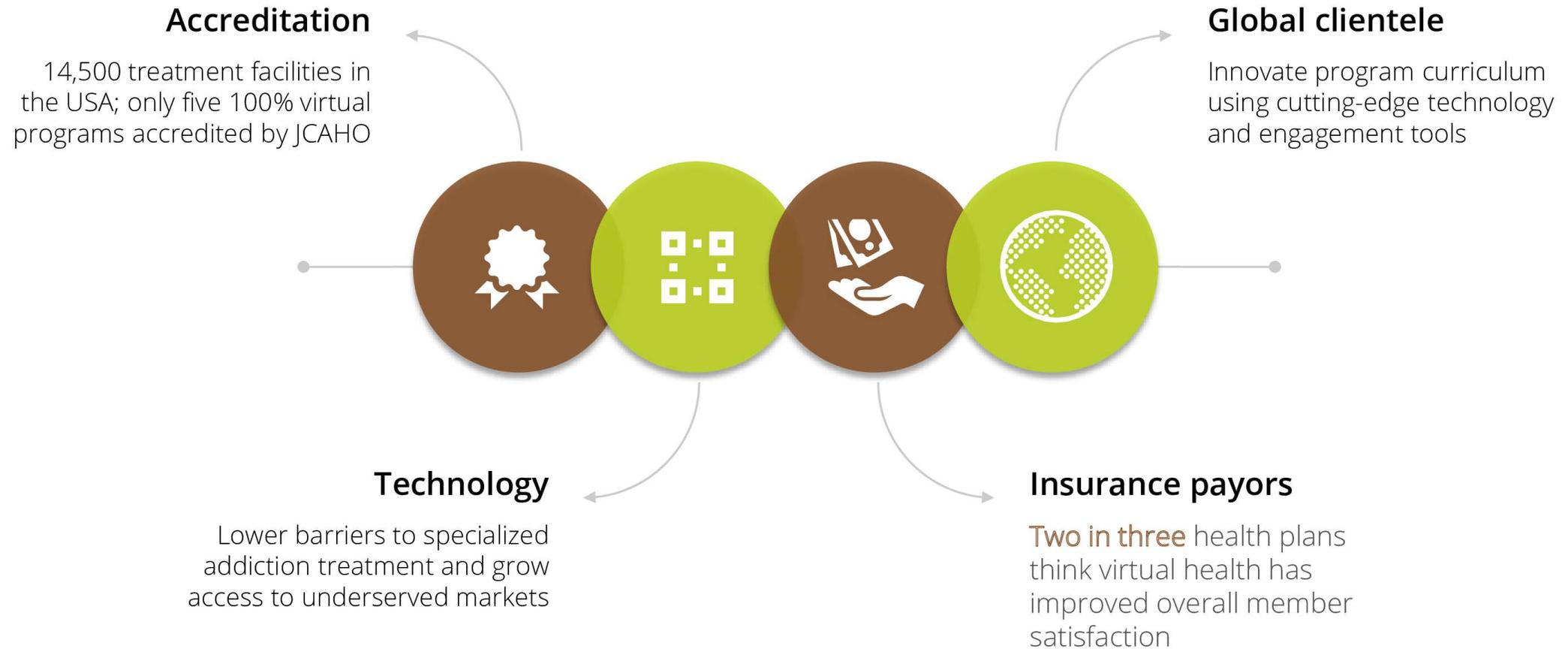
Program Accreditation = Health Plans

Joint Commission on Accreditation of Healthcare Organizations (JCAHO) is the gold standard for treatment programs. Will accelerate negotiation time with health plans.

OPPORTUNITY



Disrupt 'location-based' treatment with telehealth technology and grab 10% market share



Bridging the 'Treatment Gap'

Bringing specialized addiction programs by leveraging technology

BENEFITS

Expand consumer and clinical access

More than **50 percent** of a health plans' members encounters are virtual

Improve clinical outcomes

Adherence increases through constant connection between a patient and their clinical team

Enhance care coordination

About **50%** of clinicians see improved care coordination and quality of care through virtual care

Enhance Patient Experience

Two in three health plans think virtual health has improved overall member satisfaction

Improve efficiency

Patients save about **2 hours**, on average, per virtual visit compared in-person visit

Solving massive provider shortages

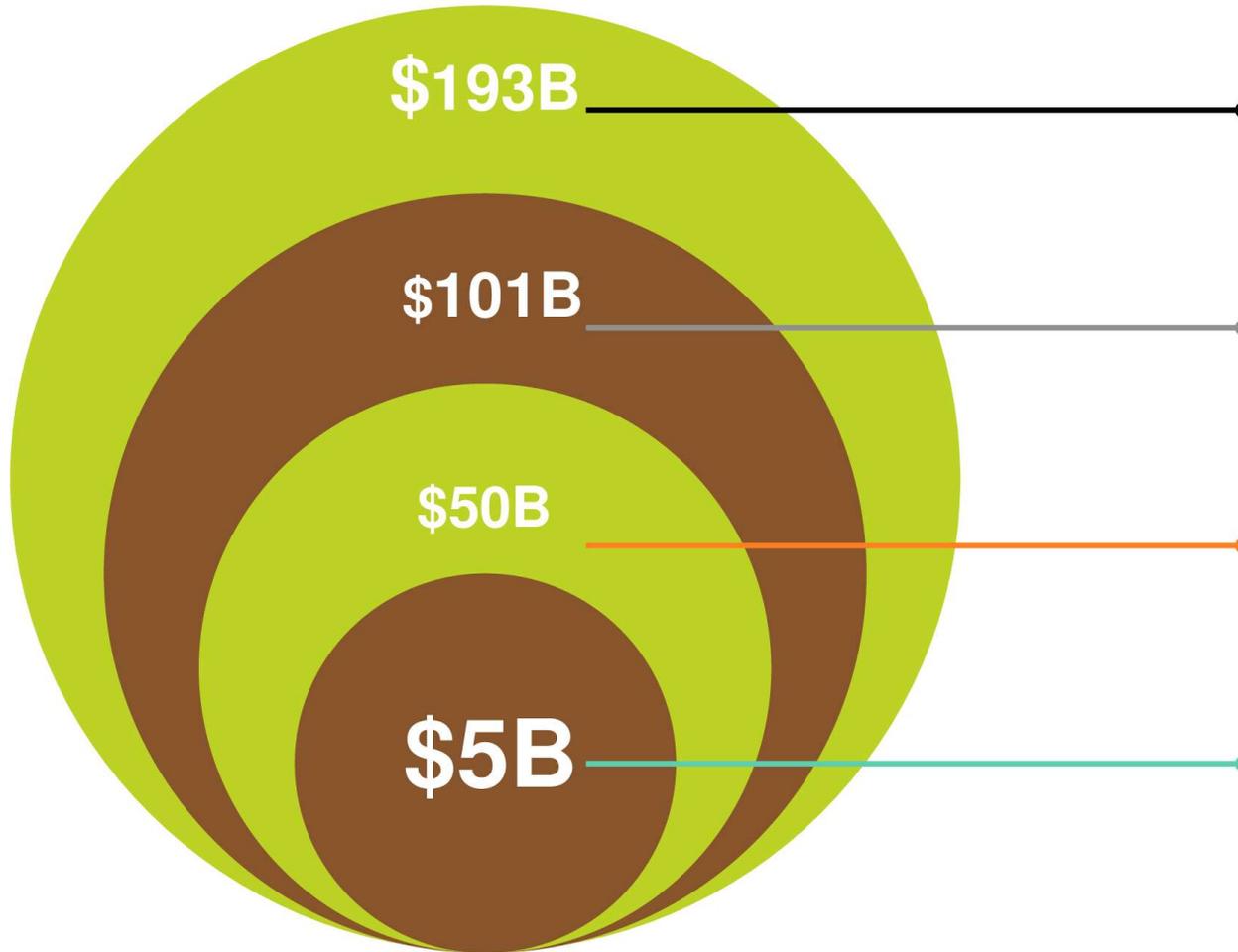
Overcoming geographic boundaries for the **nearly 120M people** that live in treatment deserts



Technology-Enabled Addiction Treatment Industry

5.5x larger than brick and mortar

Market Size



If every person received treatment

Total Addressable Marketplace

89% treatment gap can be solved by reaching 19,354,000 people still needing a program

Serviceable Market

55% not ready yet or financial barriers
Leaving 10,644,700 potential patients

Niche Target Markets

Potential patients that were unguided, no transportation, lack of childcare, negative impact to job and community stigma

Service Obtainable Market

10% of market share is possible with rapid development to serve 5 million people.

BUSINESS MODEL



Planted sits between patients and health plans and in the middle of a client's journey through the 'continuum of care'

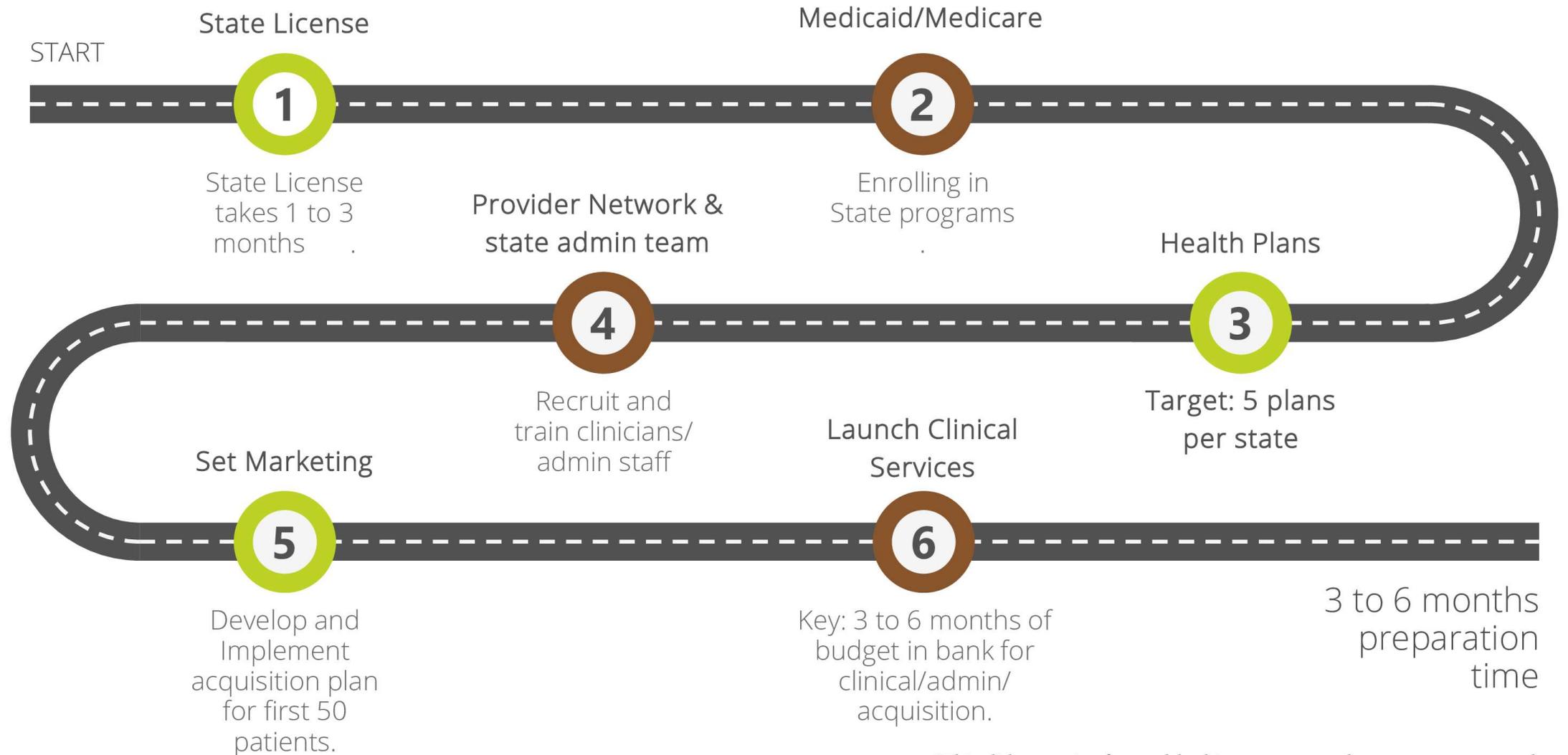


There will be new revenue channels starting in Year 2

*This slide contains forward-looking statements that are not guaranteed.

Go To Market

One State at a time



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By
revenue per employee: 97,259

Expenses per employee: 43,444

Unit Economics

- Clinical team of 5 can care for 25 clients.
- Revenue per hour, per client > \$65*
- Avg. clinical cost delivered per hour > \$26
- Patient receives 56 hours

STAFF

Employees:	Contractors:
Y1: 15	Y1: 12
Y2: 20	Y2: 36
Y3: 30	Y3: 51



* Bases on CMS rates

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RISKS AND PRECAUTIONS



Slow Client Enrollment

Corporate Accounts (EAP)
Military
****Enterprise Sales(SaaS)****

Accreditation and Licensing

Private Pay (temp)
Partner w/ existing IOP
Start physical facility

****RECOVERY DOJO****

New Competitors

Build out National Provider Network
EAP/ Affiliate Network

Technology:

VR/AR Content
Curriculum Improvement
Thought Leadership
Cryptocurrency/ Gamification

Low Client Engagement

Game Mechanics/ Educational Design
Gamification- client reward system
Cryptocurrency
Increased therapeutic engagement

THANK YOU



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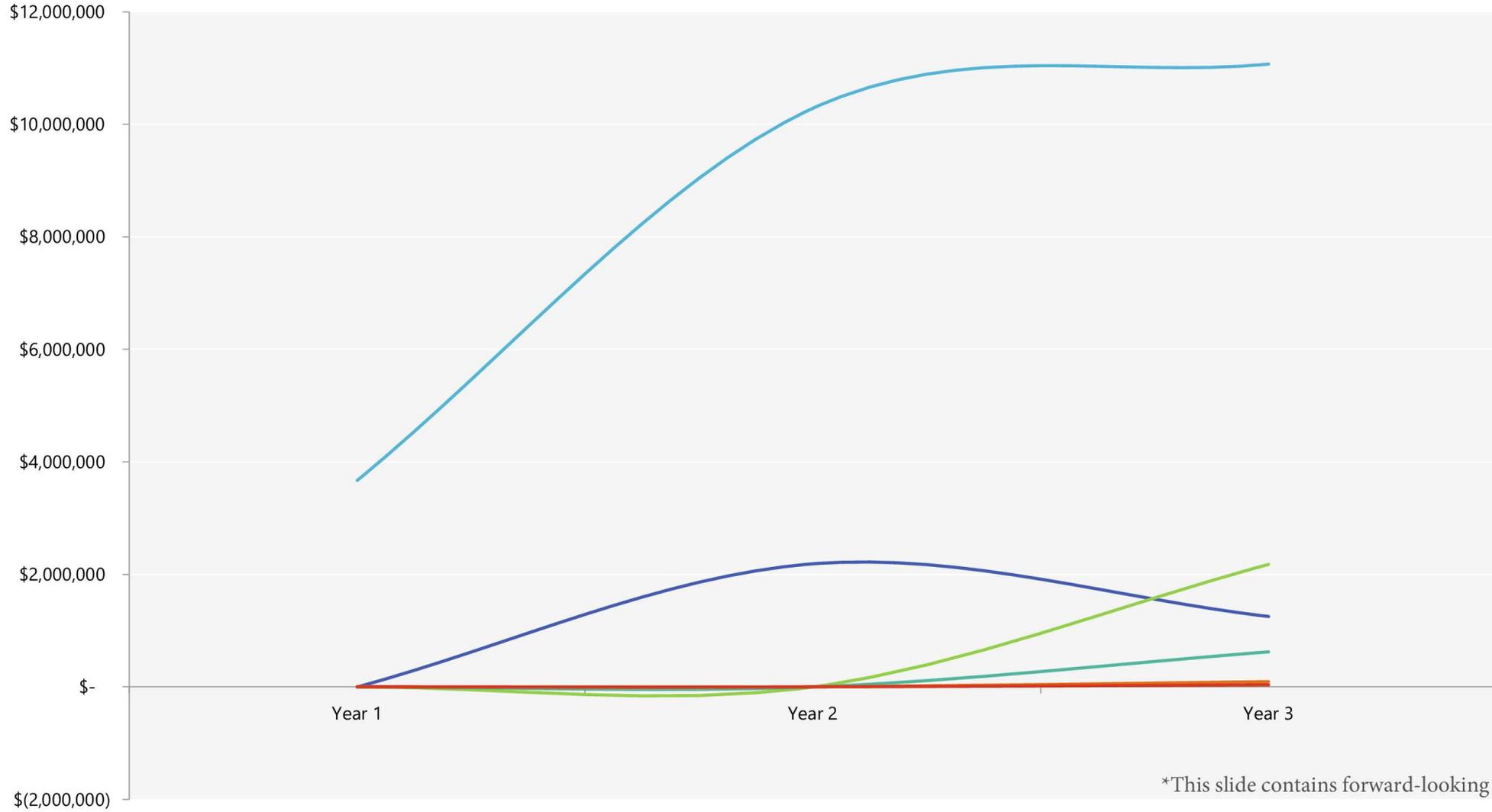


Revenue By Product



REVENUE BY PRODUCT

Interactive Learning Management System Substance Use Disorder Outpatient Program Eating Disorder outpatient program
Enterprise Licensing Curriculum VR



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Any
questions ?



INVESTMENT THESIS

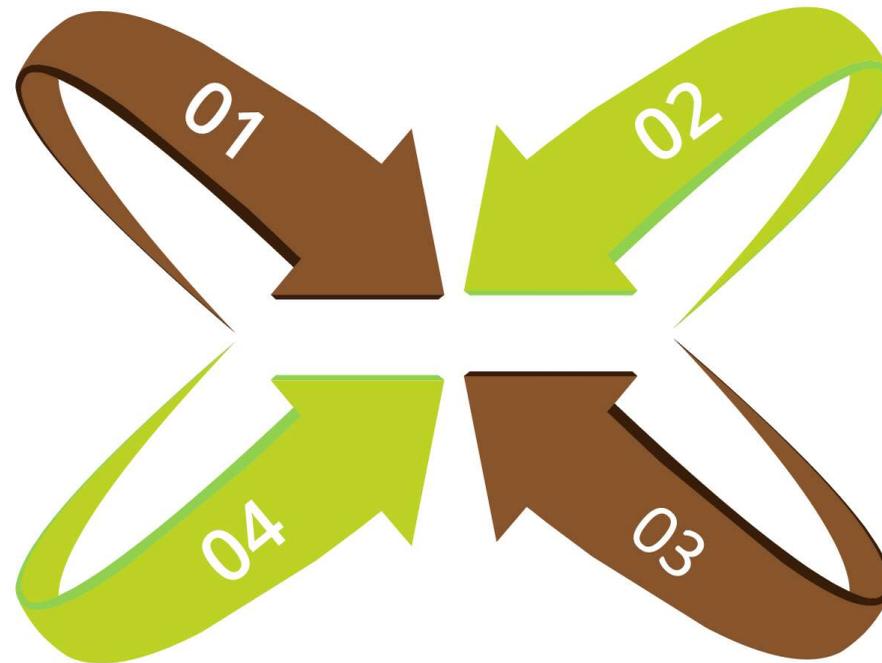


Capital Efficiency

Telehealth is a superior method of distribution relative to its peers. Our model is easily scaled and can handle rapid growth without high fixed cost increases.

A Healthy Level of M&A

Telehealth is the future and large firms know that. M&A is occurring as a substitute for building their own infrastructure.



Expansive and Growing Market

Both the telehealth and addiction treatment markets are expanding. Positioning now will provide increased returns.

High Valuation Multiples

Due to the value of these services and their margins, investors are paying high multiples for positions in these companies.

ADDICTION TREATMENT DELIVERED ONLINE

