



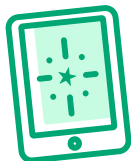
The first and only FDA-approved ADHD treatment delivered through a video game.

If your child is struggling with attention and focus, EndeavorRx may be a great addition to your child's current treatment plan. Since this is a new type of treatment, your healthcare professional may not be familiar with it. We put this guide together to help start a conversation and see if EndeavorRx is right for you and your child.

TIP: Print or download this guide and bring to your next appointment.

WHAT IS ENDEAVORRX?

- The EndeavorRx app is a digital treatment, delivered through a video game, and indicated for children ages 8-12 years old.
- EndeavorRx has been clinically proven to improve attention function as measured by computer-based testing in children with primarily inattentive and combined-type ADHD who have a demonstrated attention issue.
- EndeavorRx is an FDA-approved medical device and must be prescribed by a healthcare professional as part of a therapeutic program.
- EndeavorRx is only available on certain iPhone and iPad devices.



HOW DOES IT WORK?

- The EndeavorRx treatment is delivered through an immersive and challenging video game experience.
- EndeavorRx works specifically by using sensory stimuli and simultaneous motor challenges designed to target the area of the brain that plays a key role in attention function.
- As a child progresses in the video game, the technology is continuously measuring their performance by using adaptive algorithms to adjust the difficulty and personalize the treatment experience for each individual.



HOW WILL IT BE PRESCRIBED?

- EndeavorRx is available through our pharmacy partner, Phil. If your child's healthcare professional decides EndeavorRx is appropriate, they will send the prescription to Phil.
- A prescription for EndeavorRx provides an initial 3-months of access to the treatment.
- Per instructions for use, the frequency of use is 25 minutes per day, for at least 5 days per week over 4 consecutive weeks, or as recommended by your child's healthcare professional.
- At the end of the 3-month access period, you should consult with your child's healthcare professional to determine if your child should continue treatment.

HOW SHOULD IT BE USED?

- EndeavorRx should be considered for use as part of a therapeutic program that may include clinician-directed therapy, medication, and/or educational programs, which further address symptoms of ADHD.
- EndeavorRx is not intended to be used as a stand-alone therapeutic and is not a substitution for your child’s ADHD medication.



WHAT IS TREATMENT LIKE?

The EndeavorRx treatment might feel repetitive and challenging for some children, and it takes commitment from you and your child to see results. You should expect tough moments on the path to improving your child’s attention, but making this part of your family’s routine can help.

Full details about EndeavorRx, including clinical trial data and important indications, safety, and warning information, can be found in the Instructions for Use.

QUESTIONS?

If you or your healthcare professional have any questions or would like to know more about EndeavorRx, please don't hesitate to reach out to Phil pharmacy.

Caregivers: Call **855.977.0975** (Press 3) or visit **www.phil.us/contact**

Healthcare Professionals: Call **855.977.0975** (Press 2) or email **md-help@phil.us**

EndeavorRx: Indications, Safety and Cautions

Indications for Use:

EndeavorRx is a digital therapeutic indicated to improve attention function as measured by computer-based testing in children ages 8-12 years old with primarily inattentive or combined-type ADHD, who have a demonstrated attention issue. Patients who engage with EndeavorRx demonstrate improvements in a digitally assessed measure, Test of Variables of Attention (TOVA®), of sustained and selective attention and may not display benefits in typical behavioral symptoms, such as hyperactivity. EndeavorRx should be considered for use as part of a therapeutic program that may include clinician-directed therapy, medication, and/or educational programs, which further address symptoms of the disorder.

Safety:

Of 538 participants using EndeavorRx, 50 participants (9.3%) experienced treatment-related adverse events (probable, likely), and three participants experienced treatment-related adverse events with the digital control, in studies where a control was used. EndeavorRx associated adverse events included frustration (6.1%), headache (1.3%), dizziness (0.6%), emotional reaction (0.4%), nausea (0.4%), and aggression (0.2%). There were no serious adverse events. All adverse events were generally transient. Only 3 events led to device discontinuation, and no subject reported lasting or irreversible effects after discontinuation.

Cautions:

Rx only: Federal law restricts this device to sale by or on the order of a physician.

EndeavorRx should only be used by the patient for whom the prescription was written. For medical questions, please contact your child’s healthcare provider. If you are experiencing a medical emergency, please dial 911. EndeavorRx is not intended to be used as a stand-alone therapeutic and is not a substitution for your child’s medication.

If your child experiences frustration, emotional reaction, dizziness, nausea, headache, eye-strain, or joint pain while playing EndeavorRx pause the treatment. If the problem persists contact your child’s healthcare provider. If your child experiences a seizure stop the treatment and contact your child’s healthcare provider.

EndeavorRx may not be appropriate for patients with photosensitive epilepsy, color blindness, or physical limitations that restrict use of a mobile device; parents should consult with their child’s healthcare provider.

Please follow all of your mobile device manufacturer’s instructions for the safe operation of your mobile device. For example, this may include appropriate volume settings, proper battery charging, not operating the device if damaged, and proper device disposal. Contact your mobile device manufacturer for any questions or concerns that pertain to your device.