



INFINITY SPEAKS  
WE LISTEN...

AND HEAR THE CALL TO CREATE MORE  
CONNECTION AND PLAYFULNESS



WHY?



WHILE IT'S DIFFICULT TO PINPOINT AN EXACT PERCENTAGE, STUDIES SUGGEST THAT A SIGNIFICANT PORTION OF PEOPLE, POTENTIALLY 60 TO 80%, BREATHE SHALLOWLY OR INCORRECTLY, MEANING THEY TAKE SHORTER, FASTER BREATHS CAUSING NEGATIVE HEALTH IMPACTS.

OUR SOCIETY AND ITS PEOPLE ARE MORE STRESSED  
AND DISCONNECTED THAN EVER

IN EUROPE ALONE  
THE ESTIMATED COSTS  
FOR MENTAL HEALTH TREATMENTS ARE AROUND

€600 MILLION / YEAR

WHICH IS 4% OF GDP

SOURCE: EUROPEAN PARLIAMENT EPRS\_BRI(2023)751416\_EN



WE BELIEVE  
CONNECT • PLAY • EVOLVE

CAN PREVENT MOST MENTAL HEALTH PROBLEMS

BUT CAN PEOPLE WHO NEED IT THE MOST  
ACCESS THAT IN THEIR BUSY LIVES?



IN AN OVERLOADED LIFESTYLE  
EVEN MEDITATION PRACTICES CAN BE A CHORE, BUT...

EVERYBODY LOVES TO PLAY  
BECAUSE IT'S FUN, EASY AND NOT SO SERIOUS

AS OF 2023, 3.26 BILLION PEOPLE PLAY VIDEO GAMES

SOURCE: [TRUelist.CO/BLOG/GAMING-STATISTICS](https://truelist.co/blog/gaming-statistics)

WE HAVE DECIDED TO CREATE A STORY-RICH WORLD  
WHERE THE PLAYER CAN RECONNECT TO WONDER, BEAUTY AND AWE



WELCOME INTO THE MAGICAL WORLD OF ENKAN  
9 TRIBES • 9 MYSTERIES • 9 SKILLS



CURIOUS TO KNOW MORE?  
IF YOU ARE, THE PLAYERS WILL BE TOO



VR HAS PROVEN TO BE ONE OF THE MOST POWERFUL THERAPY TOOLS  
AND CAN NOW ACCESS BREATHING BIOFEEDBACK  
WITHOUT NEEDING EXTRA EQUIPMENT



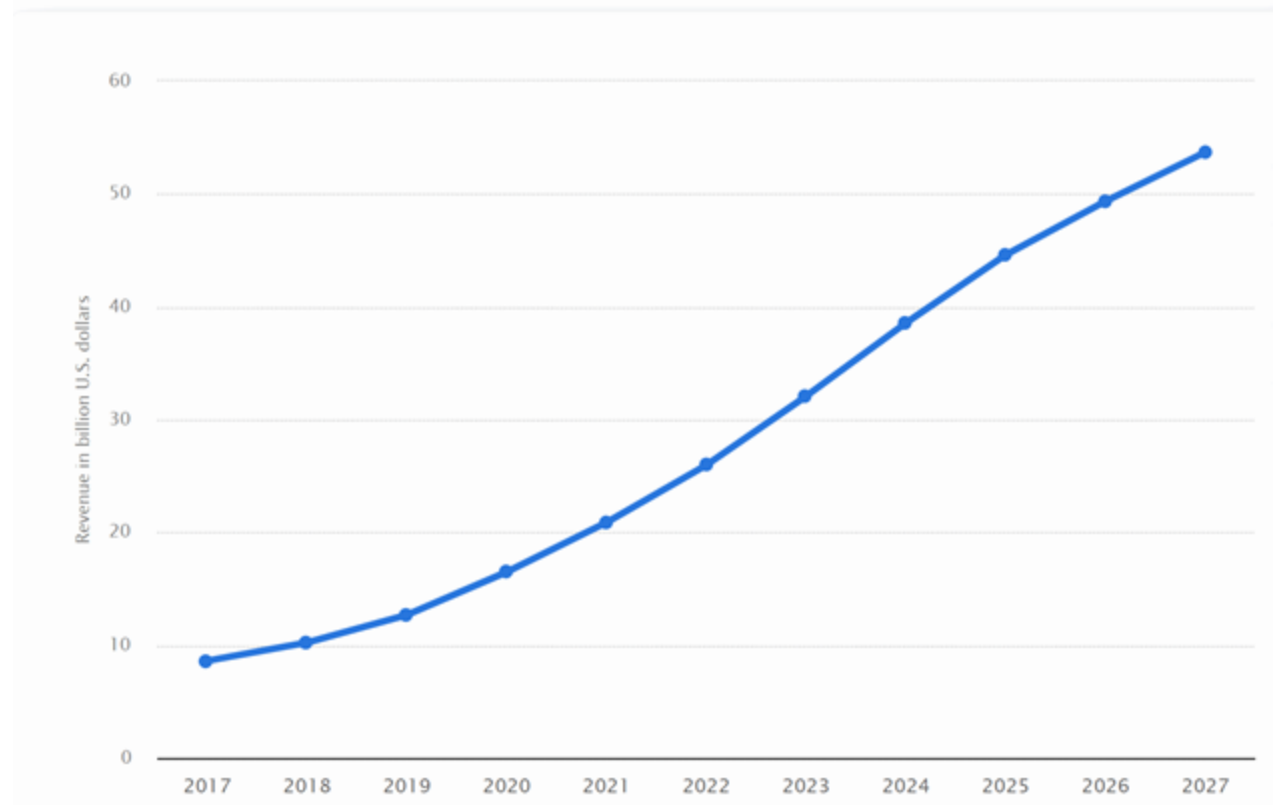
THE PLAYER USES BREATH TO INTERACT IN THE GAME  
CALMING DOWN THE HEART RATE AND NERVOUS SYSTEM

VR IS AT THE START OF ITS GROWTH  
TECH IS CATCHING UP FOR MASS ADOPTION  
(QUEST 3 - QUEST LITE - VISION PRO - ETC.)  
AND THE VR GAMING INDUSTRY IS ALREADY BOOMING

VIRTUAL REALITY B2C MARKET  
REVENUE WORLDWIDE FROM  
2017 TO 2027

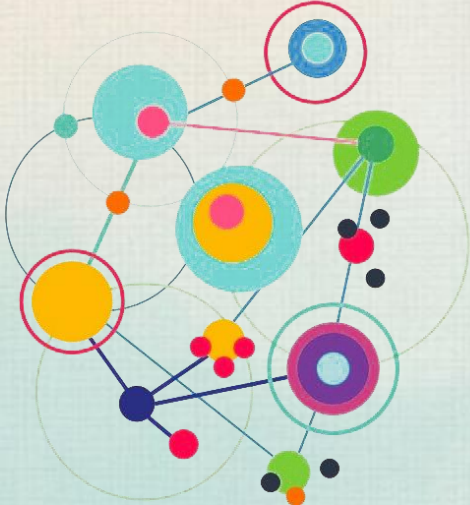
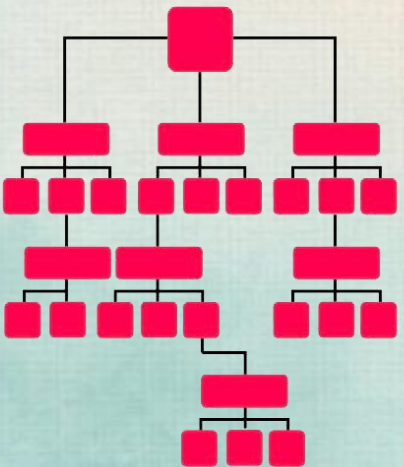
IF GAMING REMAINS AT 22%  
B2C SHARE CA. 12B BY 2027

[STATISTICA.COM/FORECASTS/1337169/VR-B2C-MARKET-REVENUE-WORLDWIDE](https://www.statista.com/forecasts/1337169/vr-b2c-market-revenue-worldwide)



# A PASSIONATE AND COMMITTED TEAM BASED ON A SOLID FOUNDATION USING HOLACRACY

## HOLACRACY



LEE  
STORY  
TELLING

JOHANNE  
VOICE & MUSIC

MING  
CREATIVE  
DIRECTION

ALISTAIR  
BUSINESS &  
MARKETING

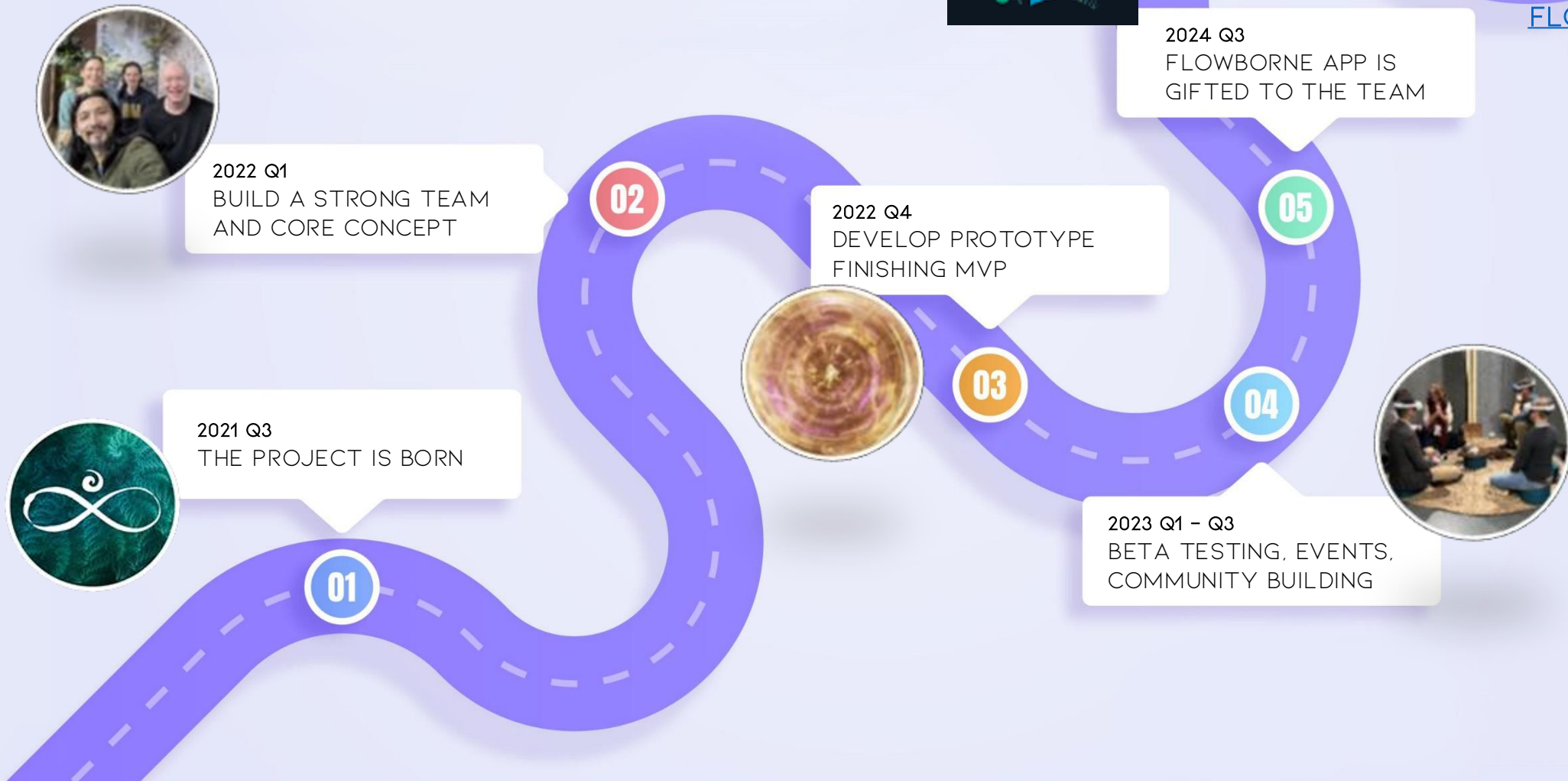
JULIUS  
DEVELOPMENT

ANNA  
COMMUNITY BUILDING

BARTLOMIEJ  
DEVELOPMENT

JOHANNES  
ADVISOR

# THE ROAD WALKED & THE ROAD AHEAD



[FLOWBORNE WEBSITE](#)



JUNE 2025 & BEYOND  
1ST PAID APP RELEASE  
IN THE MARKET



[FLOWBORNE SPIRIT WEBSITE](#)

NOW IT'S TIME FOR THE NEXT STEP:  
BREATH POWERED VR GAMES FOR WELLBEING



ACCORDING TO OUR RESEARCH, EXPERIENCE AND DIRECT FEEDBACK,  
THE MARKET IS SENSITIVE AND READY FOR IT

WAYS TO CONNECT  
PARTNER | DONOR | AMBASSADOR | INVESTOR | USER



WE VALUE ALL CONTRIBUTIONS  
TO CREATE OUR BREATH POWERED VR GAMES  
IN A STORY-DRIVEN SERIES & A SOCIAL ENTERPRISE  
THROUGH RECIPROCITY, WE ALL THRIVE



THANK YOU FOR LISTENING

INFINITY SPEAKS  
LET'S GET READY FOR THE JOURNEY

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