

AnteAGE MDX® Biosome Solution

3 Treatments | Each Treatment Includes 25 Billion Biosomes and 5ml Diluent

A first of its kind, **AnteAGE MDX® Biosome Solution** is a highly concentrated treatment for in-office procedures.

Biosome Solution comes in a lyophilized form to preserve the highest level of quality and purity. These lyophilized biosomes are to be reconstituted using the included Diluent Solution immediately prior to treatment.

RECONSTITUTION

Reconstitute the lyophilized Biosome vial with the Hyaluronic Acid Diluent solution provided.

Fill the Biosome Solution vial with the diluent and close the lid; gently shake the mixture back and forth for 10 seconds. Based on the treatment area, you may want to use less Diluent for a higher Biosome concentration.

Topically apply the reconstituted MDX® Biosome solution to the treatment area.

KEY SELLING POINTS

- 25 Billion pure Biosomes per treatment for enhanced anti-aging and regenerative outcomes.
- Reduces redness post treatment resulting in an overall faster recovery.
- Enhance all office procedures by applying Biosomes.
- 5ml of Diluent for ample glide and coverage for entire treatment area.
- Non-Human Derived.

KEY INGREDIENTS & FUNCTIONS

Biomimetic Engineered Biosomes™

A synthetic exosome built from the components found within your skin. Biosomes deliver bioactive growth factors and cytokines directly to the cells which need them.

Hyaluronic Acid

A humectant that attracts and holds moisture in skin cells for a rapid increase in hydration and volume.



Ingredients:

Lyophilized MDX Biosome Solution Vial: Trehalose, Sodium Chloride, Disodium Phosphate, Potassium Phosphate, Potassium Chloride, Phosphatidylcholine, Phosphatidylserine, Sphingomyelin, Cholesterol, Mannitol, sh-Oligopeptide-33, sh-Polypeptide-58, sh-Polypeptide-5, sh-Polypeptide-2, sh-Polypeptide-67, sh-Polypeptide-66, sh-Polypeptide-10, sh-Polypeptide-3, sh-Polypeptide-62, sh-Polypeptide-14

Diluent Vial: Aqua (Water/Eau), Sodium Hyaluronate, Dehydroacetic Acid, Benzyl Alcohol