



**Good Gamer Entertainment Inc.
(Formerly Credent Capital Corp.)**

Consolidated Financial Statements

For the fifteen months ended March 31, 2022

And year ended December 31, 2020

(in Canadian dollars)

Table of contents

Consolidated Statements of Financial Position	4
Consolidated Statements of Loss and Comprehensive Loss	5
Consolidated Statements of Changes in Shareholders' Equity	6
Consolidated Statements of Cash Flows	7
Notes to the Consolidated Financial Statements	8 – 37

INDEPENDENT AUDITORS' REPORT

To the Shareholders of Good Gamer Entertainment Inc.

Report on the Audit of the Consolidated Financial Statements

Opinion

We have audited the consolidated financial statements of Good Gamer Entertainment Inc. (the "Company"), which comprise the consolidated statements of financial position as at March 31, 2022 and December 31, 2020, and the consolidated statements of net loss and comprehensive loss, consolidated statement of changes in shareholders' equity and consolidated statements of cash flows for the fifteen months ended March 31, 2022 and for the year ended December 31, 2020, and notes to the consolidated financial statements, including a summary of significant accounting policies.

In our opinion, the accompanying financial statements present fairly, in all material respects, the consolidated financial position of the Company as at March 31, 2022 and December 31, 2020, and its consolidated financial performance and its consolidated cash flows for the fifteen months ended March 31, 2022 and for the year ended December 31, 2020 in accordance with International Financial Reporting Standards (IFRS).

Basis for Opinion

We conducted our audit in accordance with Canadian generally accepted auditing standards. Our responsibilities under those standards are further described in the *Auditor's Responsibilities for the Audit of the Financial Statements* section of our report. We are independent of the Company in accordance with the ethical requirements that are relevant to our audit of the consolidated financial statements in Canada, and we have fulfilled our other ethical responsibilities in accordance with these requirements. We believe that the audit evidence we have obtained is sufficient and appropriate to provide a basis for our opinion.

Material Uncertainty Related to Going Concern

Without qualifying our opinion, we draw attention to Note 1 to the consolidated financial statements which indicates the existence of a material uncertainty that may cast significant doubt about Good Gamer Entertainment Inc.'s ability to continue as a going concern.

Information other than the Consolidated Financial Statements and the Auditor's Report thereon

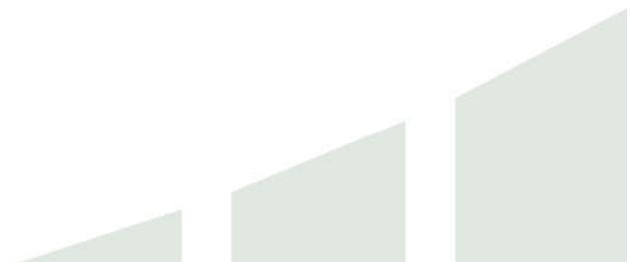
Management is responsible for the other information. The other information comprises the information, other than the consolidated financial statements and our auditor's report thereon, included in Management's discussion and analysis report.

Our opinion on the consolidated financial statements does not cover the other information and we do not express any form of assurance conclusion thereon. In connection with our audit of the consolidated financial statements, our responsibility is to read the other information identified above and, in doing so, consider whether the other information is materially inconsistent with the consolidated financial statements or our knowledge obtained in the audit, or otherwise appears to be materially misstated.

We obtained Management's discussion and analysis report prior to the date of this auditor's report. If, based on the work we have performed on this other information, we conclude that there is a material misstatement of this other information, we are required to report that fact in this auditor's report. We have nothing to report in this regard.

Responsibilities of Management and Those Charged with Governance for the Consolidated Financial Statements

Management is responsible for the preparation and fair presentation of the consolidated financial statements in accordance with IFRS, and for such internal control as management determines is necessary to enable the preparation of consolidated financial statements that are free from material misstatement, whether due to fraud or error.



In preparing the consolidated financial statements, management is responsible for assessing the Company's ability to continue as a going concern, disclosing, as applicable, matters related to going concern and using the going concern basis of accounting unless management either intends to liquidate the Company or to cease operations, or has no realistic alternative but to do so.

Those charged with governance are responsible for overseeing the Company's financial reporting process.

Auditor's Responsibilities for the Audit of the Consolidated Financial Statements

Our objectives are to obtain reasonable assurance about whether the consolidated financial statements as a whole are free from material misstatement, whether due to fraud or error, and to issue an auditor's report that includes our opinion. Reasonable assurance is a high level of assurance, but is not a guarantee that an audit conducted in accordance with Canadian generally accepted auditing standards will always detect a material misstatement when it exists. Misstatements can arise from fraud or error and are considered material if, individually or in the aggregate, they could reasonably be expected to influence the economic decisions of users taken on the basis of these consolidated financial statements.

As part of an audit in accordance with Canadian generally accepted auditing standards, we exercise professional judgment and maintain professional skepticism throughout the audit. We also:

- Identify and assess the risks of material misstatement of the consolidated financial statements, whether due to fraud or error, design and perform audit procedures responsive to those risks, and obtain audit evidence that is sufficient and appropriate to provide a basis for our opinion. The risk of not detecting a material misstatement resulting from fraud is higher than for one resulting from error, as fraud may involve collusion, forgery, intentional omissions, misrepresentations, or the override of internal control;
- Obtain an understanding of internal control relevant to the audit in order to design audit procedures that are appropriate in the circumstances, but not for the purpose of expressing an opinion on the effectiveness of the Company's internal control;
- Evaluate the appropriateness of accounting policies used and the reasonableness of accounting estimates and related disclosures made by management;
- Conclude on the appropriateness of management's use of the going concern basis of accounting and, based on the audit evidence obtained, whether a material uncertainty exists related to events or conditions that may cast significant doubt on the Company's ability to continue as a going concern. If we conclude that a material uncertainty exists, we are required to draw attention in our auditor's report to the related disclosures in the consolidated financial statements or, if such disclosures are inadequate, to modify our opinion. Our conclusions are based on the audit evidence obtained up to the date of our auditor's report. However, future events or conditions may cause the Company to cease to continue as a going concern;
- Evaluate the overall presentation, structure and content of the consolidated financial statements, including the disclosures, and whether the consolidated financial statements represent the underlying transactions and events in a manner that achieves fair presentation.
- Obtain sufficient appropriate audit evidence regarding the financial information of the entities or business activities within the group to express an opinion on the financial statements.

We communicate with those charged with governance regarding, among other matters, the planned scope and timing of the audit and significant audit findings, including any significant deficiencies in internal control that we identify during our audit.

We also provide those charged with governance with a statement that we have complied with relevant ethical requirements regarding independence, and to communicate with them all relationships and other matters that may reasonably be thought to bear on our independence, and where applicable, related safeguards.

The engagement partner on the audit resulting in this independent auditor's report is Mickey Goldstein.

Vancouver, British Columbia
July 29, 2022

HARBORSIDE CPA LLP
Harbourside CPA, LLP
Chartered Professional Accountants

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Consolidated Statements of Financial Position

(Expressed in Canadian Dollars)

	March 31, 2022	December 31, 2020
ASSETS		
Current assets		
Cash	\$ 1,582,654	\$ 798,390
Receivables (Note 5)	449	75,712
GST receivable (Note 5)	41,145	40,000
Due from related parties (Note 12)	3,174	-
Prepaid expenses (Note 6)	440,524	400,308
	<u>2,067,946</u>	<u>1,314,410</u>
Non-Current Assets		
Prepaid Software Development	-	48,055
Equipment (Note 7)	4,685	3,725
Intangible assets (Note 8)	13,672	1,217,272
TOTAL ASSETS	\$ 2,086,303	\$ 2,583,462
LIABILITIES AND SHAREHOLDERS' EQUITY		
Current liabilities		
Accounts payable (Note 12)	\$ 333,022	\$ 583,711
Accrued liabilities (Note 12)	80,279	44,162
Funds Held in Trust for Users (Note 9)	-	13,208
Loans payable to shareholder (Note 10)	5,000	5,000
Liabilities from discontinued operations (Note 9, 17)	594	-
	<u>418,895</u>	<u>646,081</u>
Long term liabilities		
Promissory notes payable to related parties (Note 10)	-	53,080
	<u>418,895</u>	<u>699,161</u>
Equity		
Share capital (Note 11)	20,746,918	4,453,198
Share-based payment reserve (Note 11)	2,082,165	132,149
Beneficial interest rate reserve (Note 10)	-	14,576
Subscription receivable	-	(267)
Accumulated other comprehensive income (loss)	(2,885)	(1,893)
Deficit	(21,157,044)	(2,713,153)
	<u>1,669,154</u>	<u>1,884,610</u>
Non-controlling interest	(1,746)	(309)
Total Equity	1,667,408	1,884,301
TOTAL LIABILITIES AND SHAREHOLDERS' EQUITY	\$ 2,086,303	\$ 2,583,462

Nature of Operations and Going Concern (Note 1)

Commitments (Note 19)

Subsequent Events (Note 20)

Approved and authorized for issue by the Board on July 28, 2022

On behalf of the Board:

"Russ McMeekin"

Director

"Howard Donaldson"

Director

The accompanying notes are an integral part of these consolidated financial statements.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Consolidated Statements of Net loss and Comprehensive Loss
(Expressed in Canadian Dollars)

	For the fifteen-months ended	
	March 31, 2022	Year ended December 31, 2020
REVENUE		
Display advertisement and rake	\$ 1,025	\$ 1,533
COST OF SALES		
User acquisition costs	-	-
GROSS LOSS	1,025	1,533
EXPENSES		
Software and development expenses (Note 13)	1,066,118	-
Operating expenses (Note 13)	2,714,650	2,208,660
Loss before other income (expenses)	(3,779,743)	(2,207,127)
Listing expense (Note 4)	(13,472,873)	-
Other income (expenses) (Note 13)	(1,048,788)	27,992
Net loss from continuing operations	(18,301,404)	(2,179,135)
Loss from discontinued operations (Note 17)	(143,924)	(106,629)
Net loss	\$ (18,445,328)	\$ (2,285,764)
Foreign exchange translation adjustment	(992)	(1,893)
Comprehensive loss	\$ (18,446,320)	\$ (2,287,657)
Allocation of net loss:		
Equity holders of the parent	\$ (18,443,891)	\$ (2,285,455)
Non-controlling interest	(1,437)	(309)
Net loss	\$ (18,445,328)	\$ (2,285,764)
Allocation of comprehensive loss:		
Equity holders of the parent	\$ (18,444,883)	\$ (2,287,329)
Non-controlling interest	(1,437)	(328)
Comprehensive loss	\$ (18,446,320)	\$ (2,287,657)
Basic and diluted loss per share from continuing operations	\$ (0.52)	\$ (0.11)
Basic and diluted loss per share from discontinued operations	(0.00)	(0.01)
Weighted average number of common shares outstanding		
Basic and diluted	35,259,022	20,223,857

The accompanying notes are an integral part of these consolidated financial statements.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Consolidated Statements of Changes in Shareholders' Equity (Deficit)
(Expressed in Canadian Dollars)

	Number of shares	Share capital	Subscription s receivable	Share-based payment reserve	Beneficial interest reserve	Deficit	Accumulate d other comprehen sive income (loss)	Non- controlling interest	Total
Balance at December 31, 2019	16,428,580	\$ 1,162,865	\$ (6)	\$ -	\$ 14,576	\$ (427,698)	\$ -	\$ -	\$ 749,737
Share issuance for the period	10,205,328	2,551,333	(261)	-	-	-	-	-	2,551,072
Share issuance costs	-	(26,000)	-	132,149	-	-	-	-	106,149
Debt settlement	3,060,000	765,000	-	-	-	-	-	-	765,000
Share-based payments	-	-	-	-	-	-	-	(309)	-
Net loss for the period	-	-	-	-	-	(2,285,455)	-	-	(2,285,764)
Foreign currency translation loss	-	-	-	-	-	-	(1,893)	-	(1,893)
Balance at December 31, 2020	29,693,908	\$ 4,453,198	\$ (267)	\$ 132,149	\$ 14,576	\$ (2,713,153)	\$ (1,893)	\$ (309)	\$ 1,884,301
Shares issuance on exercise of options	220,179	2,202	267	-	-	-	-	-	2,469
Fair value of options exercised	-	53,003	-	(53,003)	-	-	-	-	-
Settlement of debt with beneficial interest rate	-	-	-	-	(14,576)	-	-	-	(14,576)
Shares issued for debt settlement	500,000	200,000	-	-	-	-	-	-	200,000
Eliminate pre-RTO shares of Good Gamer Corp.	(30,414,087)	-	-	-	-	-	-	-	-
Common shares issued to former shareholders	30,414,090	12,165,635	-	-	-	-	-	-	12,165,635
Shares of Credent Capital Corp. on date of RTO	865,000	-	-	-	-	-	-	-	-
Private placement	10,000,000	4,000,000	-	-	-	-	-	-	4,000,000
Common shares issued as finders' fees	1,000,000	400,000	-	-	-	-	-	-	-
Finders' warrants	-	(66,711)	-	66,711	-	-	-	-	-
Shares issuance costs	-	(195,975)	-	-	-	-	-	-	(195,975)
Shares issued on settlement of debt	212,000	84,800	-	-	-	-	-	-	84,800
Share-based compensation	-	-	-	691,228	-	-	-	-	691,228
Share-based compensation on replacement options	-	-	-	1,272,929	-	-	-	-	1,272,929
Shares issuance on exercise of options	91,666	22,917	-	-	-	-	-	-	22,917
Fair value of options exercised	-	27,849	-	(27,849)	-	-	-	-	-
Net loss for the period	-	-	-	-	-	(18,443,891)	-	(1,437)	(18,445,328)
Foreign currency translation loss	-	-	-	-	-	-	(992)	-	(992)
Balance at March 31, 2022	42,582,756	\$20,746,918	\$ -	\$2,082,165	\$ -	\$21,157,044	\$ (2,885)	\$ (1,746)	\$ 1,666,408

The accompanying notes are an integral part of these consolidated financial statements.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Consolidated Statements of Cash Flows
(Expressed in Canadian Dollars)

	For fifteen months ended	For the 12-months ended
	March 31, 2022	December 31, 2020
CASH FLOWS FROM OPERATING ACTIVITIES		
Net loss from continuing operations	\$ (18,301,404)	\$ (2,179,135)
Items not affecting cash		
Amortization	237,728	316,423
Accretion on notes payable	3,750	25,132
Interest accrued on notes payable	10,759	1,910
Share-based payments	691,228	132,149
Foreign exchange	(14,510)	(811)
Impairment loss	1,002,741	-
Listing expense	13,472,873	-
Change in non-cash working capital items:		
Receivables	72,089	(71,742)
GST receivable	(1,145)	(23,510)
Prepaid expenses	(40,216)	(386,923)
Accounts payable	(118,346)	200,722
Accrued liabilities	36,117	17,962
Funds Held in Trust for Users	(13,208)	13,208
Net cash used in operating activities – continuing operations	(2,961,544)	(1,954,615)
Net cash used in operating activities – discontinued operations	(143,330)	(106,629)
Net cash used in operating activities	(3,104,874)	(2,061,244)
CASH FLOWS FROM INVESTING ACTIVITIES		
Purchase of computer equipment	(2,451)	(3,126)
Purchase of intangible assets	12,677	(478,089)
Acquisition	50,491	-
Net cash (used in) / provided by investing activities	60,717	(481,215)
CASH FLOWS FROM FINANCING ACTIVITIES		
Shares issued for cash	4,025,119	2,551,072
Share issuance costs	(195,975)	(26,000)
Share subscriptions received in advance	267	-
Promissory notes payable to related parties	-	745,095
Net cash provided by financing activities	3,829,411	3,270,167
Effects of foreign currency exchange rate changes	(990)	(1,893)
Change in cash for the period	784,264	725,815
Cash – beginning of period	798,390	72,575
Cash - end of period	\$ 1,582,654	\$ 798,390
Cash paid for		
Interest	\$ -	\$ -
Taxes	\$ -	\$ -

Refer to Note 14 for non-cash transactions affecting cash flows from investing and financing activities.

The accompanying notes are an integral part of these consolidated financial statements

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

1. NATURE OF OPERATIONS AND GOING CONCERN

Good Gamer Entertainment Inc. (formerly Credent Capital Corp.) (the “Company”, “GGE”, or “Good Gamer”) is a Canadian company incorporated under the laws of the Province of British Columbia on March 25, 2011. The Company’s shares trade on the TSX Venture Exchange (“TSX-V”) under the symbol GOOD. The corporate head office and records office of the Company is located at 764 – 1055 Dunsmuir Street, Vancouver, BC, V7X 1L3.

On October 15, 2021, the Company completed its acquisition of Good Gamer Corp. (“GGC”) based on which the Company acquired all of the issued and outstanding shares in the capital of GGC, via a reverse takeover transaction (the “Transaction”) (Note 4). Upon completion of the Transaction, GGC became a wholly owned subsidiary of the Company, the resulting issuer and the Company carried on the business previously carried on by GGC. In connection with the Transaction, the Company changed its name to “Good Gamer Entertainment Inc.” and consolidated the common shares of the Company (the “Shares”), on the basis of one (1) post-consolidation Share for every five (5) pre-consolidation Shares (the “Consolidation”). The Shares commenced trading on the TSX-V under the new ticker symbol “GOOD” on October 21, 2021. Upon completion of the Transaction, the Board of Directors filed a change of year end to change the Company’s year end from April 30 to March 31, effective for the year ended March 31, 2022.

The Company’s previous principal business was the identification, evaluation and negotiation for the acquisition of assets or a business subject to receipt of shareholder approval and acceptance by regulatory authorities for the purpose of obtaining a listing on the TSX-V and becoming an issuer. With the acquisition of GGC, the Company’s principal business activity changed to operating an online E-sports, skills-based, real-money gaming tournament management platform in Canada and the United States.

These consolidated financial statements (the “financial statements”) have been prepared on a going concern basis, which contemplates the realization of assets and settlement of liabilities in the normal course of business.

As at March 31, 2022, the Company had cash of \$1,582,654 (December 31, 2020: \$798,390), working capital of \$1,649,051 (December 31, 2020: \$668,329) and an accumulated deficit of \$21,157,044 (December 31, 2020: \$2,713,153). The Company’s solvency, ability to meet its liabilities as they become due, and to continue its operations, is dependent on continued funding provided by investors. There is no assurance that the Company will receive such funding, or that the funding will be on terms favorable to the Company. If the Company is unable to raise additional capital in the future, the Company will need to curtail operations, liquidate assets, seek additional capital on less favorable terms and/or pursue other remedial measures or cease operations. These conditions may cast significant doubt upon the Company’s ability to continue as a going concern. These financial statements do not include any adjustments that might be necessary should the Company be unable to continue as a going concern. These adjustments could be material.

In March 2020, the World Health Organization characterized the COVID-19 virus as a global pandemic. The immediate effect was a halt to the Company’s operations, as well as project development delays due to a shortage of funding from external sources. It is not possible for the Company to predict the duration or magnitude of the adverse results of the outbreak and its effects on the Company’s business or ability to raise funds.

2. BASIS OF PREPARATION

2.1 Basis of consolidation

The financial statements have been prepared on a historical cost basis except for certain financial instruments which are measured at fair value. In addition, the financial statements have been prepared using the accrual basis of accounting, except for the cash flow information.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

2. BASIS OF PREPARATION (continued)

2.1 Basis of consolidation (continued)

The financial statements are presented in Canadian dollars and include the accounts of the Company and its wholly-owned subsidiaries, each having a Canadian functional currency.

<u>Entity</u>	<u>Country of Incorporation</u>	<u>Parent Company</u>	<u>Effective Interest</u>
Good Gamer Corp.	Canada	GGE	100%
Perk Power Inc.	Canada	GGC	100%
Good Gamer US	USA	GGC	100%
Good Gamer India Private Limited	India	GGC	99% (discontinued – Note 17)

All intercompany transactions and balances have been eliminated on consolidation. The Company attributes total comprehensive income(loss) of subsidiaries between the owners of the parent and the non-controlling interest based on their respective ownership interests.

2.2 Basis of presentation

The financial statements have been prepared on the historical cost basis except for certain financial instruments which are measured at fair value, as outlined in Note 16. In addition, the financial statements have been prepared using the accrual basis for accounting, except for cash flow information. The financial statements are presented in Canadian dollars, except where otherwise indicated.

2.3 Statement of compliance

These consolidated financial statements have been prepared in accordance with IFRS as issued by the International Accounting Standards Board (“IASB”), and the interpretations of the International Financial Reporting Interpretations Committee (“IFRIC”). The accounting policies set out in Note 3 have been applied consistently to all periods presented in these consolidated financial statements. The financial statements were approved and authorized for issue in accordance with a resolution from the Board of Directors on July 28, 2022.

2.4 Change of fiscal year end

Effective in 2021, the fiscal year end of the Company was changed from December 31 to March 31. Accordingly, the current consolidated financial statements are prepared for 15 months from January 01 to March 31, 2022, and as a result, the comparative figures stated in the statements of comprehensive loss, changes in shareholders’ equity, and cash flow and the related notes might not be comparable.

2.5 Significant accounting judgments, estimates and assumptions

The preparation of the Company’s financial statements in conformity with IFRS requires management to make judgments, estimates and assumptions that affect the reported amounts of assets, liabilities and contingent liabilities at the date of the financial statements and reported amounts of income and expenses during the reporting period. Estimates and assumptions are continuously evaluated and are based on management’s experience and other factors, including expectations of future events that are believed to be reasonable under the circumstances. However, actual outcomes can differ from these estimates.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

2. BASIS OF PREPARATION (continued)

2.4 Significant accounting judgments, estimates and assumptions (continued...)

Critical judgements

The preparation of these financial statements requires management to make judgments regarding the going concern of the Company, as previously discussed in Note 1, as well as the determination of functional currency for each entity within the Company. The functional currency for the parent company and Perk Power Inc. has been determined to be the Canadian dollar, the functional currency of Good Gamer India Private Limited is the Rupee, while Good Gamer Entertainment Inc. (US) is inactive as of December 31, 2020.

Key sources of estimation uncertainty

The preparation of financial statements in conformity with IFRS requires management to make estimates and assumptions that affect the reported amounts of assets and liabilities and the disclosure of assets and liabilities at the date of the financial statements and the reported amounts of expenses during the reporting periods. Actual results could differ from those estimates and such differences could be significant.

Significant estimates made by management affecting the financial statements include:

Deferred tax assets and liabilities

The estimation of income taxes includes evaluating the recoverability of deferred tax assets and liabilities based on an assessment of the Company's ability to utilize the underlying future tax deductions against future taxable income prior to expiry of those deductions. Management assesses whether it is probable that some or all the deferred income tax assets and liabilities will not be realized. The ultimate realization of deferred tax assets and liabilities is dependent upon the generation of future taxable income, which in turn is dependent upon the successful operations. To the extent that management's assessment of the Company's ability to utilize future tax deductions changes, the Company would be required to recognize more or fewer deferred tax assets or liabilities, and deferred income tax provisions or recoveries could be affected.

Useful life of intangible assets

Finite lived intangible assets consist of domain name and game assets. The useful life used to amortize domain names and games assets relates to the future performance of the assets and management's judgment of the period over which economic benefit will be derived from these assets. The useful life is determined by management and is regularly reviewed for appropriateness. The amortization of the Company's intangible assets begins when the assets are available for use. The useful life is determined based on management's experience and anticipation of future events which may impact their life such as changes in technology.

Impairment of assets

The carrying amount of the Company's assets is reviewed at each reporting date to determine whether there is any indication of impairment. If such indication exists, the recoverable amount of the asset is estimated in order to determine the extent of the impairment loss. An impairment loss is recognized whenever the carrying amount of an asset or its cash generating unit exceeds its recoverable amount. The Company did not have any impairment losses on any of its assets for the period ended March 31, 2022.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

2. BASIS OF PREPARATION (continued...)

2.4 Significant accounting judgments, estimates and assumptions (continued...)

Share-based compensation

Estimating fair value for share-based payment transactions requires determining the most appropriate valuation model, which is dependent on the terms and conditions of the grant. This estimate also requires determining the most appropriate inputs to the valuation model including the expected life of the share option, volatility and dividend yield and making assumptions about them.

3. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES

3.1 Cash

Cash consists of cash held at major financial institutions and is subject to insignificant risk of changes in value.

3.2 Foreign exchange

The functional currency of an entity is the currency of the primary economic environment in which the entity operates. The functional currency for the parent company and Perk Power Inc. has been determined to be the Canadian dollar, the functional currency of Good Gamer India Private Limited is the Rupee, while Good Gamer Corp. (US) is inactive as at March 31, 2022 and December 31, 2020.

Transactions in currencies other than the Canadian dollar are recorded at exchange rates prevailing on the dates of the transactions. At the end of each reporting period, monetary assets and liabilities denominated in foreign currencies are translated at the period end exchange rate. Exchange gains and losses arising on translation are included in other comprehensive income (loss).

3.3 Impairment

At each financial position reporting date, the carrying amounts of the Company's long-lived assets are reviewed to determine whether there is any indication that those assets are impaired. If any such indication exists, the recoverable amount of the asset is estimated in order to determine the extent of the impairment, if any. The recoverable amount is the higher of fair value less costs to sell and value in use, which is the present value of future cash flows expected to be derived from the asset. If the recoverable amount of an asset is estimated to be less than its carrying amount, the carrying amount of the asset is reduced to its recoverable amount and the impairment loss is recognized in the profit or loss for the period.

For the purposes of impairment testing, long-lived assets are allocated to cash-generating units to which the operating activity relates. For an asset that does not generate largely independent cash inflows, the recoverable amount is determined for the cash-generating unit to which the asset belongs. Where an impairment loss subsequently reverses, the carrying amount of the asset (or cash-generating unit) is increased to the revised estimate of its recoverable amount, but so that the increased carrying amount does not exceed the carrying amount that would have been determined had no impairment loss been recognized for the asset (or cash-generating unit) in prior years. A reversal of an impairment loss is recognized immediately in profit or loss.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

3. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES (continued...)

3.4 Revenue recognition

The Company recognizes revenue when it satisfies a performance obligation by transferring control over a product to a customer. Revenue is measured based on the consideration the Company expects to receive in exchange for those products.

The Company generates revenue from selling display advertising on websites. The Company enters into contracts that generally include one type of distinct product. The Company recognizes revenue at a point in time when the advertising is displayed by the customer.

The Company, through its subsidiary, Good Gamer India, also generates revenues in the form of commissions each time a customer puts in money in the app to bet in the programs handled by the Company. The Company recognizes revenues upon receipt of payments. These are not covered by long-term contracts and are charged per transaction.

3.5 Earnings (loss) per share

Basic earnings (loss) per share is computed by dividing the net income (loss) applicable to common shares of the Company by the weighted average number of common shares outstanding for the relevant period.

Diluted earnings (loss) per common share is computed by dividing the net income (loss) applicable to common shares by the sum of the weighted average number of common shares issued and outstanding and all additional common shares that would have been outstanding, if potentially dilutive instruments were converted.

3.6 Share capital

Common shares are classified as equity. Transaction costs directly attributable to the issue of common shares and share options are recognized as a deduction from equity. Common shares issued for consideration other than cash, are valued based on their market value at the date the shares are issued.

The Company has adopted a residual value method with respect to the measurement of shares and warrants issued as private placement units. The residual value method first allocates value to the more easily measurable component based on fair value and then the residual value, if any, to the less easily measurable component. The Company considers the fair value of common shares issued in a private placement to be the more easily measurable component and the common shares are valued at their fair value, as determined by the closing quoted bid price on the announcement date. The balance, if any, is allocated to the attached warrants. Any fair value attributed to the warrants is recorded as reserves.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

3. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES (continued...)

3.7 Equipment

Equipment is carried at cost, less accumulated depreciation and accumulated impairment losses.

The cost of an item of equipment consists of the purchase price, any costs directly attributable to bringing the asset to the location and condition necessary for its intended use and an initial estimate of the costs of dismantling and removing the item and restoring the site on which it is located. Amortization is provided at rates calculated to write off the cost of equipment, less its estimated residual value, using the rates and methods below:

Equipment	Useful life	Measurement
Computer equipment	36 months	Straight line

3.8 Intangible assets

Intangible assets are carried at cost less accumulated amortization and any accumulated impairment losses. Development costs incurred prior to the establishment of technical feasibility and commercial viability of a software and prior to a decision to sell it to the market are charged to operations.

Intangible assets in the consolidated statements of financial position consist of domains and games acquired from third party vendors. Intangible assets that will be acquired in a business combination will be recognized separately from goodwill and will initially be recognized at their fair value at the acquisition date (which is regarded as their cost). An intangible asset is regarded as having an indefinite useful life when, based on all relevant factors, there is no foreseeable limit to the period over which the asset is expected to generate net cash inflows. Accordingly, the Company does not amortize these intangible assets, but reviews them for impairment, annually or more frequently if events or changes in circumstances indicate that the assets might be impaired.

Development costs for internally-generated intangible assets are capitalized when all of the following conditions are met:

- technical feasibility can be demonstrated;
- management has the intention to complete the intangible asset and use it;
- management can demonstrate the ability to use the intangible asset;
- it is probable that the intangible asset will generate future economic benefits;
- the Company can demonstrate the availability of adequate technical, financial and other resources to complete the development and to use the intangible asset; and
- costs attributable to the asset can be measured reliably.

The amount initially recognized for internally-generated intangible assets is the sum of the expenditures incurred from the date when the intangible asset first meets the recognition criteria listed above. Where no internally-generated intangible asset can be recognized, development expenditures are charged to the consolidated statements of loss and comprehensive loss in the period in which they are incurred.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

3. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES (continued...)

3.8 Intangible assets (continued...)

Intangible assets with finite useful lives are carried at cost less accumulated amortization and any accumulated impairment losses. Amortization for intangible assets with finite useful lives is provided on a straight-line basis over their estimated useful lives. Amortization commences when the intangible assets are available for use. The following useful lives are applied:

Intangible asset	Useful life	Amortization method
Domain names	10 years	Straight line
Games	2 years	Straight line
Applications and internet technology	5 years	Straight line

3.9 Income taxes

Income tax on profit or loss for the year comprises of current and deferred tax. Current tax is the expected tax paid or payable on the taxable income for the year, using tax rates enacted or substantively enacted at the statement of financial position date, and any adjustment to tax paid or payable in respect of previous years.

Deferred tax is recorded by providing for temporary differences between the carrying amounts of assets and liabilities for financial reporting purposes and the amounts used for taxation purposes.

A deferred tax asset is recognized only to the extent that it is probable that future taxable profits will be available against which the asset can be utilized. Deferred tax assets are reduced to the extent that it is no longer probable that the related tax benefit will be realized. The effect on deferred tax assets and liabilities of a change in income tax rates is recognized in the period that includes the date of the enactment or substantive enactment of the change. Deferred tax assets and liabilities are presented separately except where there is a right of set-off within fiscal jurisdictions.

3.10 Financial instruments

Financial assets and financial liabilities are recognized on the consolidated statements of financial position when the Company becomes a party to the contractual provisions of the financial instrument.

Classification

The Company classifies its financial instruments in the following categories: at fair value through profit and loss ("FVTPL"), at fair value through other comprehensive income (loss) ("FVTOCI") or at amortized cost. The Company determines the classification of financial assets at initial recognition. The classification of debt instruments is driven by the Company's business model for managing the financial assets and their contractual cash flow characteristics. Equity instruments that are held for trading are classified as FVTPL. For other equity instruments, on the day of acquisition the Company can make an irrevocable election (on an instrument-by-instrument basis) to designate them as at FVTOCI. Financial liabilities are measured at amortized cost, unless they are required to be measured at FVTPL (such as instruments held for trading or derivatives) or if the Company has opted to measure them at FVTPL.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

3. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES (continued...)

3.10 Financial instruments (continued...)

Measurement

Financial assets and liabilities at amortized cost

Financial assets and liabilities at amortized cost are initially recognized at fair value plus or minus transaction costs, respectively, and subsequently carried at amortized cost less any impairment.

Financial assets and liabilities at FVTPL

Financial assets and liabilities carried at FVTPL are initially recorded at fair value and transaction costs are expensed in the consolidated statements of loss and comprehensive loss. Realized and unrealized gains and losses arising from changes in the fair value of the financial assets and liabilities held at FVTPL are included in the consolidated statements of loss and comprehensive loss in the period in which they arise.

Debt investments at FVOCI

These assets are subsequently measured at fair value. Interest income is calculated using the effective interest method, foreign exchange gains and losses and impairment are recognized in profit or loss. Other net gains and losses are recognized in OCI. On derecognition, gains and losses accumulated in OCI are reclassified to profit or loss.

Equity investments at FVOCI

These assets are subsequently measured at fair value. Dividends are recognized as income in profit or loss unless the dividend clearly represents a recovery of part of the cost of the investment. Other net gains and losses are recognized in OCI and are never reclassified to profit or loss.

Loans with below market interest rates

In the case of a loan from investors to the Company that pays interest at less than the market rate, the difference between the loan amount and the fair value (discount or premium) is recorded as part of the contributed surplus account.

Impairment of financial assets at amortized cost

The Company recognizes a loss allowance for expected credit losses on financial assets that are measured at amortized cost. At each reporting date, the Company measures the loss allowance for the financial asset at an amount equal to the lifetime expected credit losses if the credit risk on the financial asset has increased significantly since initial recognition. If at the reporting date, the financial asset has not increased significantly since initial recognition, the Company measures the loss allowance for the financial asset at an amount equal to the twelve month expected credit losses.

The Company shall recognize in the consolidated statement of loss and comprehensive loss, as an impairment gain or loss, the amount of expected credit losses (or reversal) that is required to adjust the loss allowance at the reporting date to the amount that is required to be recognized.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

3. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES (continued...)

3.10 Financial instruments (continued...)

Derecognition

Financial assets

The Company derecognizes financial assets only when the contractual rights to cash flows from the financial assets expire, or when it transfers the financial assets and substantially all of the associated risks and rewards of ownership to another entity.

Financial liabilities

The Company derecognizes a financial liability when its contractual obligations are discharged, cancelled, or expired. The Company also derecognizes a financial liability when the terms of the liability are modified such that the terms and/or cash flows of the modified instrument are substantially different, in which case a new financial liability based on the modified terms is recognized at fair value.

Gains and losses on derecognition are generally recognized in profit or loss.

The Company's financial assets and liabilities are recorded and measured as follows:

Asset or Liability	Category
Cash	FVTPL
Note receivable	Amortized cost
Due from related party	Amortized costs
Accounts payable	Amortized cost
Funds held in trust for users	Amortized cost
Loan due to shareholder	Amortized cost
Promissory notes payable to related parties	Amortized cost

3.11 Impairment of financial assets

Financial assets are assessed at each reporting date to determine whether there is objective evidence that they are impaired. A financial asset is impaired if objective evidence indicates that a loss event has occurred after the initial recognition of the asset and that the loss event had a negative effect on the estimated future cash flows of that asset that can be estimated reliably.

An impairment loss in respect of a financial asset measured at amortized cost is calculated as the difference between its carrying amount and the present value of the estimated future cash flows discounted at the asset's original effective interest rate. Losses are recognized in profit or loss and reflected in a separate line item. When a subsequent event causes the amount of impairment loss to decrease, the decrease in impairment loss is reversed through profit or loss.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

3. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES (continued...)

3.12 Leases

On January 1, 2019, the Company adopted IFRS 16 – Leases (“IFRS 16”). This new standard replaces IAS 17 “Leases” and the related interpretative guidance. IFRS 16 applies a control model to the identification of leases, distinguishing between a lease and a service contract on the basis of whether the customer controls the asset being leased. For those assets determined to meet the definition of a lease, IFRS 16 introduces significant changes to the accounting by lessees, introducing a single, on-balance sheet accounting model that is similar to current finance lease accounting, with limited exceptions for short-term leases or leases of low value assets. Lessor accounting is not substantially changed. The standard is effective for annual periods beginning on or after January 1, 2019, with early adoption permitted for entities that have adopted IFRS 15. As at March 31, 2022 and December 31, 2020, the Company had no leases.

3.13 Share-based payments

The stock option plan allows Company directors, officers, employees and consultants to acquire shares of the Company. The fair value of options granted is recognized as a share-based payment expense with a corresponding increase in shareholders’ equity. An individual is classified as an employee when the individual is an employee for legal or tax purposes (direct employee) or provides services similar to those performed by a direct employee. Consideration paid on the exercise of stock options is credited to share capital and the fair value of the options is reclassified from share-based payment reserve to share capital.

In situations where equity instruments are issued to non-employees, they are recorded by reference to the fair value of the services received. If the fair value of the services received cannot be reliably estimated, the Company measures the services received by reference to the fair value of the equity instruments granted, measured at the date the counterparty renders service.

The fair value is measured at grant date and each tranche is recognized over the period during which the options vest. The fair value of the options granted is measured using the Black-Scholes option pricing model taking into account the terms and conditions upon which the options were granted.

All equity-settled shares-based payments are reflected in share-based payment reserve, unless exercised. Upon exercise, shares are issued from treasury and the amount reflected in share-based payment reserve is credited to share capital, adjusted for any consideration paid.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

4. REVERSE TAKEOVER TRANSACTION

In connection with the completion of the Reverse Takeover Transaction (the "Transaction"), the Company consolidated its common shares on a 5:1 basis, from 4,250,000 pre-consolidation shares to 850,000 post-consolidation shares ("post-consolidated shares") outstanding immediately prior to completion of the Transaction. In exchange for all of the outstanding securities of Good Gamer Corp., the Company issued 30,429,090 post-consolidated common shares and 4,190,000 post consolidated stock options exercisable at \$0.25 per post-consolidation share of the Company, to the shareholders of Good Gamer Corp. pursuant to the share exchange between the Company and the shareholders of Good Gamer Corp.

The Transaction constituted a reverse take-over of Credent Capital Corp., as the shareholders of Good Gamer Corp. obtained control of a company that did not meet the definition of a business combination pursuant to IFRS 3 – Business Combinations. As such, the reverse take-over has been accounted for as a share-based transaction under IFRS 2 – Share-based Payment. Since Good Gamer Corp. is the deemed acquirer for accounting purposes, these consolidated financial statements present the historical information and results of Good Gamer Corp.

Concurrent with the Transaction, the Company also completed a private placement resulting in the issuance of 10,000,000 subscription receipts (the "Subscription Receipts") of the Company at \$0.40 per Subscription Receipt for gross proceeds of \$4,000,000 (the "Offering"). On completion of the Transaction, the Subscription Receipts were automatically converted into 10,000,000 common shares, and 5,000,000 common share purchase warrants of the Company. In conjunction with the Offering, the Company issued 1,000,000 common shares and 459,937 warrants (valued at \$66,711) to finders. Each warrant entitles the holder to acquire one common share of the Company at a price of \$1.00 per share for a period of 12 months from their date of issue.

The assets acquired and liabilities assumed at their fair value on the acquisition date are as follows:

Category	Amount
Cash	\$ 57,263
Sales tax receivable	726
Accounts payable	(7,498)
Payable to related parties	(84,800)
Net assets (liabilities) acquired	(34,309)
Fair value of 30,429,090 shares issued at \$0.40 per share to the shareholders of Good Gamer Corp.	12,165,635
Fair value of 4,190,000 stock options issued, exercisable at \$0.25 each to the shareholders, employees and contractors of Good Gamer Corp.	1,272,929
Total consideration	\$ 13,472,873
Listing expense	\$ 13,472,873

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

5. RECEIVABLES

As at March 31, 2022 and December 31, 2020, the Company has the following receivables:

Description	March 31, 2022		December 31, 2020	
Note receivable of USD\$3,000 with 5% interest, maturing on December 3, 2020	\$	-	\$	4,168
Note receivable of USD\$6,000 with 5% interest, maturing on August 11, 2021		-		8,092
Note receivable of USD\$24,000 with 5% interest, maturing on September 30, 2021		-		33,231
Other receivable		-		30,000
Accounts receivable		449		221
	\$	449	\$	75,712

6. PREPAID EXPENSES

As at March 31, 2022 and December 31, 2020, the prepaid expenses are composed of the following:

	March 31, 2022		December 31, 2020	
Marketing	\$	291,064	\$	289,917
Insurance		72,917		-
Software subscriptions		45,816		-
Consulting fees		-		95,125
Professional fees		30,727		15,266
	\$	440,524	\$	400,308

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

7. EQUIPMENT

		Computer equipment
Cost		
December 31, 2019	\$	1,199
Additions		3,126
December 31, 2020	\$	4,325
Additions		7,210
Impairment		(4,759)
March 31, 2022	\$	6,776
Accumulated Amortization		
December 31, 2019	\$	200
Amortization		400
December 31, 2020	\$	600
Amortization		1,491
March 31, 2022	\$	2,091
Net Book Value		
December 31, 2020	\$	3,725
March 31, 2022	\$	4,685

During the 15-month period ended March 31, 2022, due to the discontinuance of operations of the Company in India, the Company determined that the recoverable amount of a computer equipment was less than its carrying value as at March 31, 2022. The fair value of the equipment was determined as \$Nil due to the absence of a viable market for it. Hence, an impairment loss of \$4,759 equal to the carrying value was recorded in the consolidated statement of loss and comprehensive loss for the 15-month period ended March 31, 2022 (December 31, 2020 - \$Nil).

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

8. INTANGIBLE ASSETS

	Applications and internet technology				Total
	Domain names	Games			
Cost					
December 31, 2019	\$ 14,141	\$ 122,492	\$ 1,056,153	\$	1,192,786
Additions	667	13,053	416,314		430,034
December 31, 2020	\$ 14,808	\$ 135,545	\$ 1,472,467	\$	1,622,820
Additions	3,667	1,184	52,879		57,729
Impairment	-	(13,614)	(1,525,346)		(1,538,960)
March 31, 2022	\$ 18,475	\$ 123,115	\$ -	\$	141,590
Accumulated Amortization					
December 31, 2019	\$ 1,624	\$ 60,694	\$ 27,207	\$	89,525
Amortization	1,428	56,259	258,336		316,023
December 31, 2020	\$ 3,052	\$ 116,953	\$ 285,543	\$	405,548
Amortization	2,166	5,794	228,242		236,202
Impairment	-	(47)	(513,785)		(513,832)
March 31, 2022	\$ 5,218	\$ 122,700	\$ -	\$	127,918
Net Book Value					
December 31, 2020	\$ 11,756	\$ 18,592	\$ 1,186,924	\$	1,217,272
March 31, 2022	\$ 13,257	\$ 415	\$ -	\$	13,672

Additions to applications and internet technology during the period ended March 31, 2022 include payments for the development of Fantasy and Poker applications related to the platform used for gaming. Additions to games during the period include payments for acquiring two mobile games from an arm's length party. Additions to domain names during the period include payment for acquiring a domain name from an arm's length party which will be used to host a game website.

During the period ended March 31, 2022, due to a change in the Company's strategic plans and a shift into a new gaming platform, the Company determined that the recoverable amount of one of the games was less than its carrying values as at March 31, 2022. The fair value of the game was determined as \$Nil due to the absence of a viable market for it. Hence, an impairment loss of \$13,567 equal to the carrying value was recognized in the consolidated statement of loss and comprehensive loss for the period ended March 31, 2022 (December 31, 2020 - \$Nil).

During the period ended March 31, 2022, the Company determined that the internally-developed intangible assets and purchased social media pages in Good Gamer Corp. has a fair value of \$Nil and will not generate future economic benefits for the Company. Thus, an impairment loss of \$1,011,561 equal to the carrying value was recognized in the consolidated statement of loss and comprehensive loss for the period ended March 31, 2022 (December 31, 2020 - \$Nil).

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

9. FUNDS HELD IN TRUST

This account consists of money that is held by the Company on behalf of its users. As at March 31, 2022, the carrying amount of this account was transferred to the discontinued operation (Note 17). The breakdown on December 31, 2020 is as follows:

- \$2,542 in deposits from users for the Fantasy app virtual wallet which they have not used for entering competitions yet. This amount cannot be withdrawn back and can only be used to participate in the competitions.
- \$9,119 refers to the amount that users have won in the competitions held in the Fantasy app. This amount can be withdrawn by the users, or it also can be used to participate in new competitions.
- \$1,547 is that amount which in-house users (bots) have won in the competitions held in the Fantasy app. This amount cannot be withdrawn. It only can be used to participate in new competitions.

10. NOTES PAYABLE TO RELATED PARTIES

	March 31, 2022	December 31, 2020
Promissory note payable to Bitrics Global Media Inc., a company controlled by a shareholder of the Company. The note bears interest at the CRA prescribed rate, which at December 30, 2020, was 2% per annum. The principal balance of the note shall be due and payable no later than December 30, 2024. (Note 12).	\$ -	\$ 13,411
Promissory note payable to Direct CVP Technologies Inc., a company controlled by a shareholder of the Company. The note bears interest at the CRA prescribed rate, which at December 30, 2020, was 2% per annum. The principal balance of the note shall be due and payable no later than December 30, 2024. (Note 12).	-	39,669
	\$ -	\$ 53,080

During the year ended December 31, 2020, the Company received \$80,000 and \$776,140 (US\$584,000) of debt from related parties at a beneficial interest rate of 2% per annum. As a result of the beneficial interest rate, the Company revalued the debt at an interest rate of 12%, being the interest rate, it would receive from non-related parties. Also, during the year ended December 31, 2020, the Company settled \$111,044 (US\$82,000) of this debt for cash. The remaining amounts received were settled with the issuance of 3,060,000 common shares valued at \$765,000 (Note 11). Upon settlement, the beneficial interest rate reserve was reversed.

During the period ended March 31, 2022, the Company received \$220,005 and US\$105,000 (\$128,801) of debt from related parties at a beneficial interest rate of 8% per annum. As a result of the beneficial interest rate, the Company revalued the debt at an interest rate of 12%, being the interest rate, it would receive from non-related parties.

All outstanding loans from related parties were repaid by the Company during the year ended March 31, 2022.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

11. CAPITAL STOCK

Share Capital

The Company is authorized to issue an unlimited number of common shares, with no par value.

As at March 31, 2022 there were 19,296,520 common shares held in escrow. The common shares held in escrow are scheduled for release in accordance with the escrow agreement as follow: 10% on October 19, 2021, 15% on April 19, 2022, 15% on October 19, 2022, 15% on April 19, 2023, 15% on October 19, 2023, 15% on April 19, 2024 and 15% on October 19, 2024.

During the period ended March 31, 2022, the Company had the following share capital transactions:

Share capital transactions prior to the Transaction:

- 220,179 stock options were exercised for total proceeds of \$2,469. The fair value of the options amounting to \$53,003 was transferred from share-based payment reserve into share capital
- Company issued 500,000 units with a fair value of \$200,000 to settle debt of \$200,000 payable to a consultant. Each unit is comprised of one common share and one share purchase warrant of the Company. Each share purchase warrant is exercisable into one common share of the Company at \$0.40 per share and expires on June 1, 2023. The fair value of the warrants was determined to be \$Nil, using the residual value method.

Share capital transactions concurrent with, and subsequent to the Transaction:

- The Company consolidated its common shares on a 5:1 basis, from 4,250,000 pre-consolidation shares to 850,000 post-consolidation shares ("post-consolidated shares") outstanding immediately prior to completion of the Transaction. which was approved on October 15, 2021.
- Pursuant to the terms of the Transaction, 30,429,090 reporting issuer shares were issued to the previous shareholders of Good Gamer Corp..
- 10,000,000 common shares and 5,000,000 common share purchase warrants were issued upon the conversion of Subscription Receipts upon closing of the Transaction. The common share purchase warrants were valued at \$Nil, using the residual value method. In conjunction with this offering, 1,000,000 shares and 459,937 warrants (valued at \$66,711 using the Black-Scholes Option Pricing Model with the following assumptions: exercise price of \$0.40, volatility - 100%, discount rate – 1.23%, expected life – 0.82 years, and dividend rate – 0%) were issued as finders' fees. Additional share issuance costs of \$195,975 were also incurred.
- The Company issued 212,000 shares, valued at \$84,800 to settle \$84,800 of indebtedness owed to a related party.
- 91,666 stock options were exercised for total proceeds of \$22,917. The fair value of the options amounting to \$27,848 was transferred from share-based payment reserve into share capital.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

11. CAPITAL STOCK (continued...)

During the year ended December 31, 2020, the Company had the following share capital transactions:

- The Company issued 10,205,328 units at \$0.25 per unit, for total proceeds of \$2,551,333. Each unit is comprised of one common share of the Company, and one-half of one share purchase warrant. Each whole warrant is exercisable into one common share of the Company at a price of \$1.00 per share, for a period of 2 years. The warrants were valued at \$nil, using the residual value method. The Company incurred \$26,000 in share issuance costs in connection with this offering.
- The Company issued 3,060,000 units at \$0.25 per share to settle debt valued \$765,000 (Note 9). Each unit is comprised of one common share of the Company, and one-half of one share purchase warrant. Each whole warrant is exercisable into one common share of the Company at a price of \$1.00 per share, for a period of 2 years. The warrants were valued at \$nil, using the residual value method.

Stock Options

The Company maintains a stock option plan (“SOP”) under which directors, officers, employees and consultants of the Company (the “Grantees”) and its affiliates are eligible to receive stock options. Pursuant to the SOP, the Board of Directors may in its discretion grant to eligible Grantees, the option to purchase common shares at the fixed price over a defined future period. The options vest at the discretion of the Board of Directors. As of March 31, 2022, there are a total of 3,697,719 (December 31, 2020 – 1,828,603) remaining stock options available for granting under the SOP. The SOP is intended to enhance the Company’s ability to attract and retain highly qualified officers, directors, key employees and consultants, and to motivate such persons to serve the Company and to expend maximum effort to improve the business results and earnings of the Company, by providing to such persons an opportunity to acquire or increase a direct proprietary interest in the operations and future success of the Company. Each Option shall expire not later than 10 years from the day on which the Option is granted.

A summary of changes in the Company’s stock options outstanding as at March 31, 2022 and December 31, 2020 is as follows:

	Number of options	Weighted Average Exercise price
Balance, December 31, 2019	200,000	\$ 0.25
Granted	3,910,179	\$ 0.24
Balance, December 31, 2020	4,110,179	\$ 0.24
Granted	5,747,500	\$ 0.32
Exercised	(311,845)	\$ 0.08
Expired	(200,000)	0.25
Forfeited	(558,334)	0.21
Cancelled	(3,990,000)	\$ 0.25
Balance, March 31, 2022	4,797,500	\$ 0.33

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

11. CAPITAL STOCK (continued...)

Stock Options (continued...)

Details of options outstanding as at March 31, 2022 are as follows:

Expiry Date	Exercise Price	Remaining Life (Years)	Number of Options Issued and Outstanding	Number of Options Exercisable
October 15, 2025	\$ 0.25	3.555	3,640,000	-
November 23, 2025	\$ 0.57	3.65	677,500	-
November 24, 2025	\$ 0.57	3.65	280,000	-
December 16, 2025	\$ 0.55	3.71	100,000	-
March 5, 2026	\$ 0.50	3.93	100,000	-
	\$ 0.33	3.58	4,797,500	-

The weighted average fair value of options granted during the period was \$0.56 for a total of \$690,858 (December 31, 2020 - \$132,149), using the Black-Scholes option pricing model with the following assumptions:

	March 31, 2022	December 31, 2020
Volatility rate	100%	100%
Risk-free rate	0.91-1.04%	0.24-0.46%
Forfeiture rate	0%	0%
Exercise price	\$0.50-\$0.57	\$0.01-\$0.25
Dividend yield rate	0%	0%
Weighted average expected life	4 years	3.27 years

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

11. CAPITAL STOCK (continued...)

Warrants

A summary of changes in the Company's warrants during the periods ended March 31, 2022 and December 31, 2020 is as follows:

	Number of warrants	Weighted Average Exercise price
Balance, December 31, 2019	-	\$ -
Issued	6,632,664	\$ 1.00
Balance, December 31, 2020	6,632,664	\$ 1.00
Issued	14,092,601	\$ 0.90
Cancelled	(7,132,664)	\$ 0.93
Balance, March 31, 2022	13,592,601	\$ 0.94

Details of warrants outstanding as at March 31, 2022 are as follows:

Expiry Date	Exercise Price	Contractual Life (Years)	Number of Warrants Outstanding	Number of Warrants Exercisable
May 24, 2022	\$1.00	0.15	1,580,000	1,580,000
September 11, 2022	\$1.00	0.45	150,000	150,000
September 29, 2022	\$1.00	0.50	4,902,664	4,902,664
October 1, 2022	\$0.40	0.50	459,937	459,937
October 1, 2023	\$1.00	1.50	5,000,000	5,000,000
June 01, 2023	\$0.40	1.17	500,000	500,000
October 15, 2023	\$0.40	1.54	1,000,000	1,000,000
	\$0.94	1.47	13,592,601	13,592,601

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

12. RELATED PARTY TRANSACTIONS

Key management personnel include those persons having authority and responsibility for planning, directing and controlling the activities of the Company, directly or indirectly. Key Management personnel include the Company's executive officers and Board of Director members.

Related party transactions impacting the financial statements are summarized below and include transactions with the following individuals or entities:

	For period ended	For period ended
Transactions with related parties:	March 31, 2022	December 31, 2020
Management fees were paid or accrued to:		
CEO	\$ 105,000	\$ 132,875
CFO	60,000	7,000
Directors fees	34,120	10,000
Professional fees were paid or accrued to:		
CEO	-	32,250
Former CTO	20,311	4,367
CFO	25,127	8,906
VP of Operations India	9,936	18,834
Former Director	-	1,500
Corporate Secretary	38,375	-
Salaries:		
Former COO	95,674	30,996
Former CTO	45,869	8,800
Share-based compensation:		
CEO	233,758	18,066
Former COO	70,715	11,408
Former CTO	40,696	2,991
CFO	15,893	-
VP of Operations India	7,192	8,183
Corporate Secretary	10,595	-
Former Corporate Secretary	-	3,116
Directors	139,020	32,762
Interest expense on notes payable (Companies controlled by CEO)	7,649	8,601
Accretion (Companies controlled by CEO)	3,750	25,132
Development costs (Companies controlled by CEO)	23,338	-
Advertising (Companies controlled by CEO)	10,359	-
	<u>\$ 997,377</u>	<u>\$ 365,787</u>

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

12. RELATED PARTY TRANSACTIONS (continued...)

Balances with related parties:	March 31, 2022	December 31, 2020
Due from related parties:		
Former COO	\$ 3,174	\$ -
Accounts payable to companies with common directors:		
CEO	19,321	282,141
CFO	15,750	4,101
VP of Operations India	625	-
Accrued liabilities to companies with common directors:		
CFO	7,500	5,000
Directors	-	15,000
VP of Operations India	-	3,597
Notes payable to companies controlled by CEO (Note 8)	-	53,080
	<u>\$ 46,371</u>	<u>\$ 362,919</u>

¹The accounts payable and loan due to a shareholder have no specific terms of repayment.

13. BREAKDOWN OF EXPENSES AND OTHER INCOME

Following is a breakdown of software and development expenses for the periods ended March 31, 2022 and December 31, 2020:

	For the 15-months ended	For the 12-months ended
SOFTWARE AND DEVELOPMENT EXPENSES	March 31, 2022	December 31, 2020
Amortization (Notes 7 and 8)	\$ 233,682	\$ -
Professional fees	595,544	-
Salaries and wages	232,229	-
Share-based payments (Note 11)	4,663	-
Total software and development expenses	\$ 1,066,118	\$ -

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

13. BREAKDOWN OF EXPENSES AND OTHER INCOME

Following is a breakdown of operating expenses for the periods ended March 31, 2022 and December 31, 2020:

OPERATING EXPENSES	For the 15-months ended	For the 12-months ended
	March 31, 2022	December 31, 2020
Amortization (Notes 7 and 8)	\$1,455	\$316,423
Interest and bank charges (Note 10)	22,745	40,798
Marketing	160,987	994,648
Management fees (Note 10)	199,028	149,875
Office and miscellaneous	81,663	13,005
Professional fees	803,627	359,684
Salaries and wages	236,429	98,110
Share-based payments (Note 11)	686,565	132,149
SaaS, Internet, & Domains	472,751	158,190
Transfer agent and filing fees	49,400	-
Total operating expenses	\$ 2,714,650	\$ 2,262,882

Following is a breakdown of other income (expenses) for the periods ended March 31, 2022 and December 31, 2020:

OTHER INCOME (EXPENSES)	For the 15-months ended	For the 12-months ended
	March 31, 2022	December 31, 2020
Interest income	\$ 12,007	\$ -
Loss on debt settlement	(11,869)	-
Bad debt expense	(46,970)	-
Penalties and Interest	(721)	-
Impairment loss (Note 7 and 8)	(1,002,752)	-
Gain on foreign exchange	1,517	27,992
Total other income (expenses)	\$ (1,048,788)	\$ 27,992

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

14. NON-CASH TRANSACTIONS AFFECTING THE STATEMENT OF CASH FLOWS

During the period ended March 31, 2022, the Company had the following non-cash transactions affecting cash flows from investing and financing activities:

- Share-based compensation recognized in loss and comprehensive loss amounted to \$691,228 (2020 - \$132,149).
- The Company entered into the debt settlement agreement to settle \$84,800 payable to a related party with 212,000 shares of the Company at \$0.40 per share (2020 – \$Nil).
- The Company issued finders' warrants valued at \$66,711 in connection with the private placement and \$400,000 in finders' shares in connection with the RTO (2020 – \$Nil).
- The Company acquired GGC and subsidiaries for a consideration of 30,414,090 shares valued at \$12,165,635 (2020 – \$Nil).

15. CAPITAL MANAGEMENT

The Company's objectives when managing capital are to safeguard the Company's ability to continue as a going concern and to maintain a flexible capital structure which optimizes the costs of capital at an acceptable risk. In the management of capital, the Company includes its components of equity.

The Company manages the capital structure and makes adjustments to it in light of changes in economic conditions and the risk characteristics of the underlying assets. To maintain or adjust the capital structure, the Company may attempt to issue new shares, issue debt, acquire or dispose of assets.

In order to maximize ongoing capital management efforts, the Company does not pay out dividends. Management reviews its capital management approach on an ongoing basis and believes that this approach is reasonable given the relative size of the Company.

The Company currently is not subject to externally imposed capital requirements. There have been no changes in the company's management of capital during the period.

16. FINANCIAL INSTRUMENTS AND RISK MANAGEMENT

Fair values

The Company's financial instruments are cash, note receivable, accounts payable, funds held in trust for users, promissory notes payable to related parties, and loan due to shareholder. The fair value of the Company's accounts payable, funds held in trust for users, and the loan due to shareholder amount approximate carrying value, due to their short terms to maturity. The Company's cash is measured at fair value under the fair value hierarchy based on level one quoted prices in active markets for identical assets or liabilities.

The Company determines the fair value of financial instruments according to the following hierarchy based on the amount of observable inputs used to value the instrument.

Level 1 – Quoted prices are available in active markets for identical assets or liabilities as of the reporting date. Active markets are those in which transactions occur in sufficient frequency and volume to provide pricing information on an ongoing basis.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

16. FINANCIAL INSTRUMENTS AND RISK MANAGEMENT (continued...)

Level 2 – Pricing inputs are other than quoted prices in active markets included in Level 1. Prices in Level 2 are either directly or indirectly observable as of the reporting date. Level 2 valuations are based on inputs, including quoted forward prices for commodities, time value and volatility factors, which can be substantially observed or corroborated in the marketplace.

Level 3 – Valuations in this level are those with inputs for the asset or liability that are not based on observable market data.

The following table represents assets and liabilities that are measured and recognized at fair value as of March 31, 2022, and December 31, 2020 on a recurring basis:

	Level 1	Level 2	Level 3
March 31, 2022			
Cash	\$ 1,582,654	\$ -	\$ -
Total	\$ 1,582,654	\$ -	\$ -
December 31, 2020			
Cash	\$ 798,390	\$ -	\$ -
Total	\$ 798,390	\$ -	\$ -

The Company's financial instruments are exposed to certain financial risks, including credit risk, liquidity risk, and market risk.

Credit risk

Credit risk is the risk of an unexpected loss if a customer or third party to a financial instrument fails to meet its contractual obligations.

Financial instruments that potentially subject the Company to credit risk consist of cash and amounts due from related parties. The Company deposits cash with high credit quality financial institutions as determined by rating agencies. As a result, the Company is not subject to significant credit risk on its cash. The credit risk associated with the receivables is limited to its value of \$638.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

16. FINANCIAL INSTRUMENTS AND RISK MANAGEMENT (continued...)

Liquidity risk

Liquidity risk is the risk that the Company will not be able to meet its financial obligations as they fall due.

The Company manages liquidity risk through its capital management as outlined in Note 15. The Company will need to raise additional capital in order to meet its obligations as they come due.

Market Risk

Market risk is the risk of loss that may arise from changes in market factors such as interest rates, commodity and equity prices, and foreign exchange rates.

(a) Interest rate risk

Interest rate risk is the risk that the fair value or future cash flows of a financial instrument will fluctuate because of changes in market interest rates. The risk that the Company will realize a loss as a result of a change in interest rates is minimal, as the Company does not have any variable interest rate investments or financial liabilities.

(b) Price risk

The Company is not exposed to price risk, as it has no investments in publicly traded securities as at March 31, 2021.

(c) Currency risk

The Company is exposed to currency risk on its financial instruments denominated in US dollars and Indian Rupees. As at March 31, 2022, the Company has net financial assets of approximately \$51,000 (December 31, 2020 - \$107,000) denominated in US dollars, net financial liabilities of approximately \$27,200 (December 31, 2020 - \$22,000) denominated in Euros, net financial liabilities of approximately \$51,200 (December 31, 2020 - \$Nil) denominated in British Pounds, and net financial liabilities of approximately \$7,400 (December 31, 2020 - \$12,500) denominated in Indian Rupees. A 10% change in the exchange rate of the U.S dollar, Euro, British Pound, and Indian Rupee over the Canadian dollar would result in a change in foreign exchange of approximately \$3,500 to net and comprehensive loss.

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

17. SEGMENTED INFORMATION

The Company's operations were in a single reporting operating segment until its incorporation of Good Gamer India ("GGI") and Good Gamer US ("GGUS"). With the addition of GGI and GGUS, the Company now has 3 principal reporting segments: Canada, India and US. The reportable segments were determined based on the geographical location of the expenditures and income. Reportable segments are defined as components of an enterprise about which discrete financial information is available that is evaluated regularly by the chief operating decision maker in deciding how to allocate resources and in assessing performance. During the period ended December 31, 2021, it was determined that aside from geographical location, a division of revenues and costs based on the cash-generating units (CGUs) which essentially reflects the nature of services provided and goods sold better represents the information for strategic reporting purposes of the Company. As such, moving forward, the Company will have the following reportable segments: display advertisements, tournament management platform (TMP), non-fungible tokens (NFTs) and corporate and development.

For the period ended March 31, 2022, the Company's financial results are as follows:

	Canada			USA	India	Total
	Display Ads	NFT	Corporate and development	TMP	Fantasy App	
Revenues	\$ 1,025	\$ -	\$ -	\$ -	\$ -	\$ 1,025
Cost of sales	-	-	-	-	-	-
Gross Profit (Loss)	1,025	-	-	-	-	1,025
Software and development expenses	(6,058)	(215,179)	(653,846)	(191,035)	-	(1,066,118)
Operating expenses	-	(75,622)	(2,639,028)	-	-	(2,714,650)
Other income and expenses	-	-	(14,436,861)	-	-	(14,436,861)
	(5,034)	(290,801)	(17,729,735)	(191,035)	-	(18,216,604)
Loss from discontinued operations	-	-	-	-	(143,924)	(143,924)
Net loss	\$ (5,034)	\$ (290,801)	\$ (17,729,735)	\$ (191,035)	\$ (143,924)	\$ (18,360,528)

As at March 31, 2022, the Company's long-term assets are as follows:

	Canada			USA	India	Total
	Display Ads	NFT	Corporate and development	TMP	Fantasy App	
Prepaid software and development costs	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -
Prepaid expenses	-	-	440,524	-	-	440,524
Equipment	-	-	4,685	-	-	4,685
Intangible assets	415	-	13,257	-	-	13,672

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

17. SEGMENTED INFORMATION (continued...)

For the period ended December 31, 2020, the Company's financial results are as follows:

	Canada			USA	India	Total
	Display Ads	NFT	Corporate and development	TMP	Fantasy App	
Revenues	\$ 1,533	\$ -	\$ -	\$ -	\$ -	\$ 14,453
Cost of sales	-	-	-	-	-	(65,510)
Gross Profit (Loss)	1,533	-	-	-	-	(51,057)
Software and development expenses	-	-	-	-	-	-
Operating expenses	-	-	(2,208,660)	-	-	(2,208,660)
Other income and expenses	-	-	27,992	-	-	27,992
	1,533	-	(2,180,668)	-	-	(2,179,135)
Loss from discontinued operations	-	-	-	-	(106,629)	(106,629)
Net loss	\$ 1,533	\$ -	\$ (2,180,668)	\$ -	\$ (106,629)	\$ (2,285,764)

As at December 31, 2020, the Company's long-term assets are as follows:

	Canada			USA	India	Total
	Display Ads	NFT	Corporate and development	TMP	Fantasy App	
Prepaid software and development costs	\$ -	\$ -	\$ 400,308	\$ -	\$ -	\$ 400,308
Prepaid expenses	-	-	48,055	-	-	48,055
Equipment	-	-	699	-	3,026	3,725
Intangible assets	5,539	-	1,211,733	-	-	1,217,272

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

17. SEGMENTED INFORMATION (continued...)

Discontinued Operations

A discontinued operation is a component of the Company that either has been abandoned, disposed of, or is classified as held for sale, and: (i) represents a separate major line of business or geographical area of operation; (ii) is part of a single coordinated plan to dispose of a separate major line of business or geographical area of operation; or (iii) is a subsidiary acquired exclusively with a view to resell.

On October 1, 2021, the Company considered its GGI operations to have met the definition of discontinued operations and as such, assets, liabilities and results of operations that can be distinguished operationally and for financial reporting purposes from the rest of the Company have been terminated and reported separately in the financial statements. As at March 31, 2022, the liabilities from discontinued operations recognized in the consolidated statements of financial position relate to funds held in trust amounting to \$594 (2020 - \$Nil).

For the period ended March 31, 2022 (2020 - \$Nil), the loss from discontinued operations relate to the following:

DISCONTINUED OPERATIONS	March 31, 2022	December 31, 2020
REVENUE	\$ 10,730	\$ 12,920
COST OF SALES	(41,635)	(65,510)
GROSS LOSS	(30,905)	(52,590)
 <u>SOFTWARE AND DEVELOPMENT EXPENSES</u>		
Amortization (Notes 6 and 7)	(2,556)	-
Professional fees	(13,144)	-
 <u>OPERATING EXPENSES</u>		
Interest and bank charges (Note 10)	(97)	(41)
Management fees (Note 10)	(35,482)	-
Office and miscellaneous	(3,558)	(3,406)
Professional fees	(13,112)	(36,657)
Salaries and wages	(1,263)	(13,294)
SaaS, Internet, & Domains	(130)	(824)
 <u>OTHER INCOME (EXPENSE)</u>		
Write-off of sales taxes receivable	(14,839)	-
Penalties and Interest	(179)	-
Gain on foreign exchange	(1,162)	183
Impairment loss	(27,497)	-
Loss from discontinued operations	\$ (143,924)	\$ (106,629)

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements
(Expressed in Canadian Dollars)

18. TAXATION

The following is a reconciliation of income taxes attributable to operations at the statutory rates to income tax expense (recovery):

	March 31, 2022	December 31, 2020
Loss for the year	\$ (18,445,328)	\$ (2,285,764)
Expected income tax expense (recovery)	\$ (4,980,000)	\$ (606,000)
Change in statutory, foreign tax, foreign exchange rates and other	14,000	-
Permanent differences	4,094,000	303,000
Share issue costs	(185,000)	(7,000)
Change in unrecognized deductible temporary differences	1,057,000	310,000
Total income tax expense (recovery)	\$ -	\$ -

The tax effects of temporary differences that give rise to future income tax asset (liabilities)s are as follows:

	March 31, 2022	December 31, 2020
Intangible assets	\$ 1,000	\$ (10,000)
Share issue costs	147,000	6,000
Allowable capital losses	-	-
Non-capital losses available for future period	1,592,000	687,000
	1,740,000	683,000
Unrecognized deferred tax assets	(1,740,000)	(683,000)
Net deferred tax assets	\$ -	\$ -

The Company has the following tax losses available to use in future periods:

	March 31, 2022	Expiry date	December 31, 2020
Non-capital losses	\$ 1,592,000	2039 - 2040	\$ 2,540,000
Share issue costs	147,000	2041 to 2044	\$ 21,000.00
Allowable capital losses	-	No expiry date	-
Intangible assets	-	No expiry date	-

Good Gamer Entertainment Inc. (Formerly Credent Capital Corp.)

Notes to the Consolidated Financial Statements

(Expressed in Canadian Dollars)

19. COMMITMENTS

On February 16, 2021, the Company entered into the license agreement with an arm's length party for the use of affiliate system software for the purpose of affiliate management and statistical recording and reporting. The contractual obligation is for 24 months ending March 31, 2023 and contract commitment is \$63,780 (GBP £37,200).

On November 4, 2021, the Company entered into D&O Liability Policy with an arm's length party for the insurance coverage. The contractual obligation is for 12 month ending November 3, 2022 and contract commitment is \$125,000.

20. SUBSEQUENT EVENTS

Subsequent to March 31, 2022, 50,000 options exercisable at \$0.50 per share were forfeited.

Subsequent to March 31, 2022, 200,000 options exercisable at \$0.57 per share were forfeited.

Subsequent to March 31, 2022, 1,580,000 warrants exercisable at \$1.00 per share expired unexercised.

Subsequent to March 31, 2022, 15,000 common shares were cancelled.