



Good Gamer Entertainment Inc.

Interim Consolidated Financial Statements

For the periods ended December 31, 2024 and 2023
(with comparative AUDITED figures as at March 31, 2024)
(in Canadian dollars)

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Notice of No Auditor Review of Interim Condensed Financial Statements

The accompanying unaudited interim condensed financial statements have been prepared by management and approved by the Audit Committee.

The Company's independent auditors have not performed a review of these interim condensed financial statements in accordance with the standards established by the Chartered Professional Accountants of Canada for a review of interim financial statements by an entity's auditors.

Good Gamer Entertainment Inc.

Interim Consolidated Statements of Financial Position
(Expressed in Canadian Dollars)

	September 30, 2024		March 31, 2025	
	(Unaudited)		(Audited)	
ASSETS				
Current assets				
Cash	\$	14,308	\$	29,271
Accounts receivable (Note 4)		840		1,744
TOTAL ASSETS	\$	15,148		31,015
LIABILITIES AND SHAREHOLDERS' EQUITY				
Current liabilities				
Accounts payable and accrued liabilities (Note 5)	\$	647,198	\$	722,089
PlayCash app provisions (Note 6)		8,326		8,600
Loans payable (Note 7)		183,452		53,263
		838,976		783,952
Shareholders' Deficiency				
Share capital (Note 8)		20,746,918		20,746,918
Share-based payment reserve (Note 8)		2,466,409		2,466,409
Accumulated other comprehensive income (loss)		(4,509)		(2,736)
Deficit		(24,032,646)		(23,963,528)
Total Shareholders' Deficiency		(823,828)		(752,937)
TOTAL LIABILITIES AND SHAREHOLDERS' DEFICIENCY	\$	15,148	\$	31,015

Nature of Operations and Going Concern (Note 1)

Commitments (Note 14)

Subsequent Events (Note 15)

Approved and authorized for issue by the Board on December 1, 2025

On behalf of the Board:

“Barinder Rasode” _____ Director

“Adam Hudani” _____ Director

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

Good Gamer Entertainment Inc.

Interim Consolidated Statements of Loss and Comprehensive Loss

(Unaudited - Expressed in Canadian Dollars)

	For the six months ended		For the three months ended	
	September 30, 2025	September 30, 2024	September 30, 2025	September 30, 2024
Revenues (Note 14)	\$ -	\$ 24,920	\$ -	\$ -
COST OF SALES				
User rewards costs	-	-	-	-
Search Monetization media buys and platform fees	-	23,449	-	470
GROSS PROFIT (LOSS)	-	1,471	-	(470)
EXPENSES				
Software and development expenses (Note 10)	-	11,250	-	3,296
Operating expenses (Note 10)	9,589	17,797	5,930	14,697
General & Administrative expenses (Note 10)	68,763	162,212	36,800	125,733
Loss before other income (expenses)	(78,352)	(189,788)	(42,730)	(144,196)
Other income (expenses) (Note 10)	9,234	44,988	(5,624)	1,737
Net loss for the period	(69,118)	(144,800)	(48,354)	(142,459)
Foreign exchange translation adjustment	(1,773)	192	(1,091)	701
Loss and Comprehensive loss	\$ (70,891)	\$ (144,608)	\$ (49,445)	\$ (141,758)
Basic and diluted loss per share	\$ (0.02)	\$ (0.03)	\$ (0.01)	\$ (0.03)
Weighted average number of common shares outstanding				
Basic and diluted	4,256,739	4,256,739	4,256,739	4,256,739

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

Good Gamer Entertainment Inc.

Interim Consolidated Statements of Changes in Shareholders' Equity (Deficit)

(Expressed in Canadian Dollars)

Unaudited – Prepared by Management

	Number of shares	Share capital	Share-based payment reserve	Deficit	Accumulated Other Comprehensive Income (Expense)	Total
Balance at March 31, 2024	4,256,739	\$ 20,746,918	\$ 2,453,820	\$ (23,681,415)	\$ 450	\$ (480,227)
Share-based compensation	-	-	13,722	-	-	13,722
Net loss	-	-	-	(144,800)	-	(144,800)
Foreign exchange translation adjustment	-	-	-	-	192	192
Balance at September 30, 2024	4,256,739	\$ 20,746,918	\$ 2,467,542	\$ (23,826,215)	\$ 642	\$ (611,113)
Balance at March 31, 2025	4,256,739	\$ 20,746,918	\$ 2,466,409	\$ (23,963,528)	\$ (2,736)	\$ (752,937)
Net loss	-	-	-	(69,118)	-	(69,118)
Foreign exchange translation adjustment	-	-	-	-	(1,773)	(1,773)
Balance at December 31, 2024	4,256,739	\$ 20,746,918	\$ 2,466,409	\$ (24,032,646)	\$ (4,509)	\$ (823,828)

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

Good Gamer Entertainment Inc.

Interim Consolidated Statements of Cash Flows

(Expressed in Canadian Dollars)

Unaudited – Prepared by Management

	For the nine months ended	
	September 30, 2025	September 30, 2024
CASH FLOWS FROM OPERATING ACTIVITIES		
Net loss from continuing operations	\$ (69,118)	\$ (144,800)
Items not affecting cash		
Interest expense on loans payable	5,189	-
Reversal of accounts payable	-	45,292
Share-based payments	-	13,722
Foreign exchange	-	-
Change in non-cash working capital items:		
Accounts receivable	904	7,166
GST receivable	-	(1,299)
Prepaid expenses	-	9,916
Accounts payable and accrued liabilities	(74,891)	(69,924)
PlayCash app provisions	(274)	(29)
Net cash used in operating activities	(138,190)	(139,956)
CASH FLOWS FROM FINANCING ACTIVITIES		
Proceeds from (Payments of) loan payable	125,000	107,907
Proceeds from Line of Credit	-	-
Net cash provided by financing activities	125,000	107,907
Effects of foreign currency exchange	(1,773)	192
Change in cash for the period	(14,963)	(31,857)
Cash – beginning of period	29,271	46,146
Cash – end of period	14,308	\$ 14,289

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

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - 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.

The Company’s principal business activity was operating an online play-to-earn game discovery (Playcash) and entertainment platform (Tournament Management Platform (“TMP”)); development and minting of non-fungible tokens (“NFTs”) including artwork, characters and a Play-to-Earn (“P2E”) NFT-based blockchain game. The Company discontinued the TMP and NFT operations due to market conditions during the period ended September 30, 2024 . The Company’s current business activity is optimizing third parties advertising campaigns to drive online traffic to their own websites in Canada and the United States

These interim 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 September 30, 2025, the Company had cash of \$14,308 (March 31, 2025 - \$29,271), working capital deficit of \$823,828 (March 31, 2025 - \$752,937) and an accumulated deficit of \$ 24,032,646 (March 31, 2025 - \$23,963,528). The Company’s solvency, its 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 interim consolidated 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.

2. BASIS OF PREPARATION

2.1 Basis of consolidation

These interim consolidated 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.

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

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

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

2. BASIS OF PREPARATION (continued...)

2.1 Basis of consolidation (continued...)

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.

Control

The Company controls an investee if and only if the Company has:

- Power over an investee (i.e. existing rights that give it the current ability to direct the relevant activities of the investee);
- Exposure, or rights, to variable returns from its involvement with the investee; and
- The ability to use its power over the investee to affect its returns.

Generally, there is a presumption that a majority of voting rights result in control. To support the presumption and when the Company has less than a majority of the voting rights of an investee, the Company considers all relevant facts and circumstances in assessing whether it has power over the investee, including:

- the contractual arrangements with the other vote holders of the investee
- rights arising from other contractual arrangements
- the Company's voting rights and potential voting rights

The Company reassesses whether it controls an investee if facts and circumstances indicate that there are changes to one or more of the three elements of control. Consolidation of a subsidiary begins when the Company obtains control over the subsidiary and ceases when the Company loses control over the subsidiary. Assets, liabilities, revenues and expenses of a subsidiary acquired or disposed of during the year ended March 31, 2025 are included in the Financial Statements from the date the Company gains control until the date when the Company ceases to control the subsidiary

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 13. 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.

On October 28, 2025, the Company announced the one-for-ten share consolidation will become effective on October 30, 2025. These statements have been adjusted retroactively to reflect the impact of the share consolidation.

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

2. BASIS OF PREPARATION (continued...)

2.3 Statement of compliance

These interim consolidated financial statements of the Company as of and for the periods ended September 31, 2025 and 2024 have been prepared in accordance with International Financial Reporting Standards ("IFRS Accounting Standards") as issued by the International Accounting Standards Board ("IASB").

These financial statements were approved and authorized for issue in accordance with a resolution from the Board of Directors on December 1, 2025.

2.4 Significant accounting judgments, estimates and assumptions

The preparation of the Company's financial statements in conformity with IFRS Accounting Standards 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.

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 Corp. (US) is the US Dollar.

The presentation currency of the group is the Canadian dollar.

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:

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.

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

2. BASIS OF PREPARATION (continued...)

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

Convertible debt

The components of the compound financial instrument (convertible debt) issued by the Company are classified separately as financial liabilities and equity in accordance with the substance of the contractual arrangement and the definitions of a financial liability and an equity instrument. The conversion option that will be settled by the exchange of a fixed amount in cash for a fixed number of equity instruments of the Company is classified as an equity instrument. At the issue date, the liability component is recognized at fair value, which is estimated using the effective interest rate on the market for similar nonconvertible instruments. Subsequently, the liability component is measured at amortized cost using the effective interest rate until it is extinguished on conversion or maturity.

The value of the conversion option classified as equity is determined at the issue date, by deducting the amount of the liability component from the fair value of the compound instrument as a whole. This amount is recognized in equity, net of tax effects, and is not revised subsequently. When the conversion option is exercised, the equity component of the convertible notes will be transferred to share capital. No profit or gain is recognized to the conversion or expiration of the conversion option.

3. MATERIAL ACCOUNTING POLICY INFORMATION

The accounting policies followed by the Company are set out in Note 3 to the audited consolidated financial statements for the year ended March 31, 2025, and have been consistently followed in the preparation of the condensed consolidated interim financial statements.

3.1 Adoption of New Accounting Policies

The Company adopted the following standards effective as of April 1, 2024. These changes were made in accordance with the applicable transitional provision noted below.

Amendments to IAS 1 – Classification of Liabilities as Current or Non-current in January 2020, the IASB issued amendments to IAS 1 - Classification of Liabilities as Current or Non-current. These amendments clarify the requirements relating to determining if a liability should be presented as current or non-current in the statement of financial position. Pursuant to the new requirements, the assessment of whether a liability is presented as current or non-current is based on the contractual arrangements in place as at the reporting date and does not impact the amount or timing of recognition. The adoption of the standard did not have a material impact on the Company's consolidated financial statements.

3.2 New Accounting Pronouncements to be Adopted

The Company has implemented all applicable IFRS standards recently issued by the IASB. Pronouncements that are not applicable or where it has been determined do not have a significant impact on the Company have been excluded in these consolidated financial statements. The Company is currently assessing the impact that adopting the new standards or amendments will have on its consolidated financial statements.

IAS 18 - Presentation and Disclosure of Financial Statements in April 2024, the IASB issued the new standard IFRS 18 - Presentation and Disclosure of Financial Statements. This standard aims to bring more transparency and comparability to the financial performance of companies, enabling investors to make better investment decisions.

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

IFRS 18 introduces three sets of new requirements: improved comparability of the profit or loss statement (statement of income), improved transparency of management-defined performance measures, and more useful grouping of information in financial statements. IFRS 18 will replace IAS 1 - Presentation of Financial Statements. This standard becomes effective for years beginning on or after January 1, 2027, and companies may apply it earlier subject to authorization by relevant regulators. The Company is assessing the impacts to ensure that all information complies with the standard.

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

4. RECEIVABLES

As at September 30, 2025 and March 31, 2025, the Company has the following receivables:

	September 30, 2025	March 31 2025
Accounts receivable	\$ -	\$ 945
GST receivable	840	799
	\$ 840	\$ 1,744

5. ACCOUNTS PAYABLE AND ACCRUED LIABILITIES

As at September 30, 2025 and March 31, 2024, the Company has the following accounts payable and accrued liabilities balances:

	September 30, 2025	March 31 2025
Accounts payable	\$ 594,554	\$ 643,241
Accrued liabilities	52,654	78,848
	\$ 647,198	\$ 722,089

On March 1, 2023, the Company entered into a Line of Credit (LOC) Agreement with a company indirectly controlled by the CEO (Note 10) to facilitate financing of media and ad spending for a maximum credit facility of US\$500,000. As at September 30, 2025, the Company has an outstanding loan payable of \$22,411 (March 31, 2025 - \$22,411) with an interest of 2% accrued monthly from the with a company indirectly controlled by the CEO reported as part of accounts payable. Per agreed terms with the company indirectly controlled by the CEO, the principal balance shall be due and payable on a rolling net 60 payment term basis. The Company will be in default if no payment is made 90 days after demand.

6. PLAYCASH APP PROVISIONS

This account consists of the value of the PlayCash app coins awarded to the users for completion of certain objectives in the games. These can be converted into gift cards. The liability refers to the remaining balance on the customers' account in the PlayCash app.

7. LOANS PAYBLE

During the year ended March 31, 2025, the Company received an additional \$50,000 through promissory notes from the third party with an annual interest rate of 12%. On December 5, 2024, the Company entered into a debt assignment agreement to settle the promissory notes payable with aggregate principal balance of \$200,000 against the prepaid of \$200,000 to an arm's length party an waiver of accrued interest. As at September 30, 2025, the Company has an outstanding promissory note payable of \$Nil (March 31, 2025 - \$Nil).

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

7. LOANS PAYBLE (Continued...)

During the year ended March 31, 2025, the Company received \$50,000 from the promissory notes with the companies controlled by the CEO. During the six months period ended September 30, 2025, the Company received \$125,000 from the convertible promissory note with the company controlled by the CEO. The convertible promissory note bears 12% compounded annual interest with the maturity date are three months from the date of the initial advance. At the lender's option any time prior to maturity, the lender may convert the outstanding principal into common shares at the market price on the TSXV at the time of conversion, subject to a minimum conversion price of \$0.05 per share. The accrued interest may be converted at \$1.00 per share or higher price if required by the TSXV policies.

The conversion options were assessed under IAS 32 Financial Instruments: Presentation and IFRS 9 Financial Instruments, and were determined to be a hybrid and compound financial liability, consisting of a debt host, an equity derivative, and a derivative liability. Each component is accounted for separately. The debt host liability consists of the cumulative returns as there is a contractual obligation to pay cash. The equity derivative consists of the conversion option for accrued interest. The derivative liability consists of the minimum of \$0.05 per share conversion option for the principal amount. Management determined that the fair value of the equity instrument and the derivative liability to be \$Nil at the inception date and as at September 30, 2025.

As of September 30, 2025, the Company has an outstanding promissory note payable of \$183,452 including interest of \$5,189 (March 31, 2025 - \$53,263 including interest of \$3,263) with an interest rate of 12%

8. CAPITAL STOCK

Share Capital

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

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 September 30, 2025, there are a total of 240,000 (March 31, 2025 – 255,000) stock options outstanding. Options have a maximum term of ten years from the date of grant.

During the period ended September 30, 2025, the Company had the following stock options transactions:

- Stock-based compensation amounting to \$- (September 30, 2024 - \$13,722) were recognized in the statement of loss and comprehensive loss.
- 15,000 options exercisable at \$5.70 were forfeited.

During the year ended March 31, 2025, the Company had the following stock options transactions:

- Stock-based compensation amounting to \$12,589 were recognized in the statement of loss and comprehensive loss.
- 5,500 options exercisable at \$2.50 were forfeited and 77,500 options exercisable at \$2.50 were cancelled.

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

8. CAPITAL STOCK (Continued...)

Stock Options (Continued...)

A summary of changes in the Company's stock options outstanding as at September 30, 2025 and March 31, 2025 is as follows:

	Number of options	Weighted average exercise price
Balance, March 31, 2024	328,000	\$ 2.80
Cancelled	(77,500)	2.50
Forfeited	(5,500)	2.50
Granted	10,000	0.50
Balance, March 31, 2025	255,000	\$ 2.80
Forfeited	(15,000)	5.70
Balance, September 30, 2025	240,000	\$ 2.62

Details of options outstanding as at September 30, 2025 are as follows:

Expiry Date	Exercise Price	Remaining Life (Years)	Number of Options Issued and Outstanding	Number of Options Exercisable
October 15, 2025 ^[1]	\$ 2.50	0.04	215,000	215,000
November 24, 2025 ^[1]	\$ 5.70	0.15	15,000	15,000
January 31, 2029	\$ 0.50	3.34	10,000	10,000
	\$2.80	1.18	240,000	240,000

[1] The stock options expired unexercised subsequent to September 30, 2025

During the year ended March 31, 2025, there were 10,000 options granted to the CFO with a fair value of \$3,880. The Company uses the Black-Scholes option pricing model with the following assumptions. No options were granted during the six months ended September 30, 2025.

	March 31, 2025
Volatility rate	219.40%
Risk-free rate	2.69%
Forfeiture rate	0%
Exercise price	\$0.05
Dividend yield rate	0%
Weighted average expected life	4 years

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

9. RELATED PARTY TRANSACTIONS

Key management personnel include those people who have 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 the six months ended		For the three months ended	
	September 30, 2025	September 30, 2024	September 30, 2025	September 30, 2024
Transactions with related parties:				
Management fees were accrued or (paid) to:				
Chief Executive Officer	\$ 3,000	\$ -	\$ 1,500	\$ 30,000
Former Chief Financial Officer	-	21,000	-	13,125
Director	3,069	-	2,038	-
Former Director	2,000	14,779	500	4,553
Professional fees were accrued or (paid) to:				
Former Chief Financial Officer	19,468	27,347	13,168	12,719
Corporate Secretary	15,750	18,375	10,500	7,875
Share-based compensations were accrued or (paid) to:				
Chief Financial Officer	-	2,472	-	663
Corporate Secretary	-	1,648	-	442
Other expenses accrued or (paid) to companies controlled by Chief Executive Officer	-	9,135	-	9,135
	\$43,287	\$94,756	\$ 27,706	\$80,421

The other expenses due to the companies controlled by the CEO pertain to the following:

	For the six months ended		For the three months ended	
	September 30, 2025	September 30, 2024	September 30, 2025	September 30, 2023
Search monetization media buys	\$ -	\$ 9,135	\$ -	\$ 9,135

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

9. RELATED PARTY TRANSACTIONS (continued...)

Balances with related parties:	September 30, 2025		March 31, 2025	
Accounts payable to companies with common directors:				
Chief Executive Officer	\$	46,144	\$	46,144
Former Chief Financial Officer		58,422		52,122
Corporate Secretary		47,200		42,700
Accrued liabilities to companies with common directors:				
Chief Executive Officer		5,000		2,000
Former Chief Financial Officer		9,000		9,000
Director		14,426		12,355
Loans payable to companies with common directors:				
Chief Executive Officer		183,452		53,263
	\$	363,644	\$	217,584

10. BREAKDOWN OF EXPENSES AND OTHER INCOME

Following is a breakdown of software and development expenses for the three and six months ended September 30, 2025, and 2024:

SOFTWARE AND DEVELOPMENT EXPENSES	For the six months ended		For the three months ended	
	September 30, 2025	September 30, 2024	September 30, 2025	September 30, 2024
Share-based payments	-	11,250	-	3,296
Total software and development expenses	\$ -	\$ 11,250	\$ -	\$ 3,296

Following is a breakdown of operating expenses for the three and six months ended September 30, 2025 and 2024:

OPERATING EXPENSES	For the six months ended		For the three months ended	
	September 30, 2025	September 30, 2024	September 30, 2025	September 30, 2025
Interest and bank charges	6,965	16,918	4,694	13,818
Software, Internet, & Domains	2,624	879	1,236	879
Total operating expenses	\$ 9,589	\$ 17,797	\$ 5,930	\$ 14,697

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

10. BREAKDOWN OF EXPENSES AND OTHER INCOME (continued...)

Following is a breakdown of general and administrative expenses for the three and six months ended September 30, 2025 and 2024:

GENERAL & ADMINISTRATIVE EXPENSES	For the six months ended		For the three months ended	
	September 30, 2025	September 30, 2024	September 30, 2025	September 30, 2024
Office and miscellaneous	\$ 504	\$ 488	\$ 69	\$ 188
Management fees	8,069	13,185	4,038	3,875
Professional fees	57,171	131,476	32,996	109,301
Share-based payments	-	2,472	-	663
Bad debt expense	167	-	-	-
Transfer agent and filing fees	2,852	14,591	(303)	11,706
Total general & administrative expenses	\$ 68,763	\$ 162,212	\$ 36,800	\$ 125,733

Following is a breakdown of other income (expenses) for the three and six months ended September 30, 2025 and 2024:

OTHER INCOME (EXPENSES)	For the six months ended		For the three months ended	
	September 30, 2025	September 30, 2024	September 30, 2025	September 30, 2024
Other income (expense)	-	45,292	-	-
Gain (loss) on foreign exchange	9,234	(304)	(5,624)	1,737
Total other income (expenses)	\$ 9,234	\$ 44,988	\$ (5,624)	\$ 1,737

11. 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 year.

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

As at and for the periods ended September 30, 2025 and 2024

(Unaudited - Expressed in Canadian Dollars)

12. FINANCIAL INSTRUMENTS AND RISK MANAGEMENT

Fair values

The Company's financial instruments are cash, receivables, accounts payable, loans payable, PlayCash app provisions, and due from related parties. The fair value of the Company's receivables, accounts payable, PlayCash app provisions, and the loans payable 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:

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.

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.

As at September 30, 2025 and March 31, 2025, the fair value of the cash, receivables and accounts payable approximate their book values due to their short-term nature.

The Company is exposed to a variety of financial instrument-related risks. The Board approves and monitors the risk management processes, inclusive of counterparty limits, controlling and reporting structures. The type of risk exposure and the way in which such exposure is managed is provided as follows:

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 \$840 (March 31, 2025 – \$1,744).

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 12. The Company will need to raise additional capital in order to meet its obligations as they come due when necessary.

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

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 September 30, 2025.

(c) Currency risk

The Company is exposed to currency risk on its financial instruments denominated in US dollars and Indian Rupees. As at September 30, 2025, the Company has net financial liabilities of approximately \$247,600 (March 31, 2025 - \$277,229) denominated in US dollars, net financial liabilities of approximately \$37,400 (March 31, 2025 - \$37,400) denominated in Euros, net financial liabilities of approximately \$113,400 (March 35, 2025 - \$112,600) denominated in British Pounds, and net financial liabilities of approximately \$6,300 (March 31, 2025 - \$6,800) 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 \$40,470 to net and comprehensive loss.

(d) Concentration risk

The company is vulnerable to risk concentration in trade receivables due to its restricted client base and reliance on a single customer. There is no revenue for the six months ended September 30, 2025. The table below displays the Company's risk exposure in terms of credit concentration as a percentage of client revenue for the six months ended September 30, 2024.

Revenue	Customer	\$	%
Search monetization	Alot Inc.	24,920	100%
		24,920	

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13. 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 then had three (3) principal reporting segments: Canada, India and US. Operations of GGI were later discontinued in October 2021. 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 15-month ended March 31, 2022, 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, non-fungible tokens (NFTs), search monetization, chrome extensions, corporate and development, tournament management platform (TMP), PlayCash and Fantasy app.

For the six months ended September 30, 2025, the Company's financial results are as follows:

	CANADA	USA	Total
Revenues	\$-	\$ -	\$-
Cost of sales	-	-	-
Gross Profit (Loss)	-	-	-
Software and development expenses	-	-	-
Operating expenses	(9,295)	(294)	(9,589)
General & Administrative expenses	(68,763)	-	(68,763)
Other income and expenses	9,234	-	9,234
Net loss	\$(68,824)	\$ (294)	\$(69,118)

For the six months ended September 30, 2024, the Company's financial results are as follows:

	Canada	USA	Total
Revenues	\$ 24,920	\$ -	\$ 24,920
Cost of sales	(23,449)	-	(23,449)
Gross Profit (Loss)	1,471	-	1,471
Software and development expenses	(11,250)	-	(11,250)
Operating expenses	(17,797)	-	(17,797)
General & Administrative expenses	(161,925)	(287)	(162,212)
Other income and expenses	44,988	-	44,988
Net loss	\$ (144,513)	\$ (287)	\$ (144,800)

Good Gamer Entertainment Inc.

Notes to Interim Consolidated Financial Statements

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(Unaudited - Expressed in Canadian Dollars)

14. COMMITMENTS

On February 16, 2021, the Company entered into a 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 December 7, 2022, a judgment was made for the Company to pay GBP 37,905.09 plus daily interest of 0.035% totaling GBP 6,673 recorded as accrued interest in connection with the license agreement.

On March 9, 2023, the Company's subsidiary Boost Interactive entered into a joint venture agreement with a third party for the purpose of accessing and maximizing the usage of their AI powered marketing platform for 24 months unless the Company can provide a notice of termination for at least 30 days but not more than 60 days.