

Vertical Studios Corp.

(formerly, Gamelancer Media Corp.)

Condensed Consolidated Interim Financial Statements

For the three and nine months ended September 30, 2025 and 2024

(Unaudited)

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Condensed Consolidated Interim Statements of Financial Position

As at September 30, 2025 and December 31, 2024

(Expressed in Canadian dollars, except number of shares - Unaudited)

	Note	September 30, 2025	December 31, 2024
		\$	\$
Assets			
Current assets			
Cash		397,535	506,130
Receivables	5	2,355,741	1,338,061
Prepaid expenses and deposits		322,849	202,960
		3,076,125	2,047,151
Deposits		4,425	4,425
Property and equipment		19,488	8,549
Right-of-use asset	7	447,766	215,795
Intangible assets	6	5,311,268	2,589,276
Goodwill	10	3,563,584	-
Total Assets		12,422,656	4,865,196
Liabilities			
Current liabilities			
Accounts payable and accrued liabilities		7,931,089	2,706,608
Income tax payable		463,501	470,058
Due to related parties	18	154,743	5,069
Debenture Units	8	-	4,675,399
Convertible debentures		-	-
Lease liability	7	749,822	88,871
		9,299,155	7,946,005
Promissory note	9	900,000	399,622
Lease liability	7	12,856	126,408
Private placement liability	8	1,050,000	350,000
Convertible debentures		2,150,000	-
Deferred tax liability		710,475	40,628
Total Liabilities		14,122,486	8,862,663
Shareholders' Equity			
Common shares	11	60,690,736	59,527,290
Shares to be issued	11 (ii), (iv)	6,178,193	173,014
Warrant reserve	12	3,619,338	3,619,338
Share-based benefits reserve	13	1,896,380	1,958,630
Accumulated other comprehensive loss		1,231,511	1,155,128
Accumulated deficit		(75,315,988)	(70,430,867)
Total Shareholders' Equity		(1,699,830)	(3,997,467)
Total Liabilities and Shareholders' Equity		12,422,656	4,865,196

General information and going concern (Note 1)

Significant events (Note 19)

Contingent liabilities (Note 19)

Events after the reporting period (Note 20)

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

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Condensed Consolidated Interim Statements of Loss and Comprehensive Loss

For the three and nine months ended September 30, 2025 and 2024

(Expressed in Canadian dollars, except number of shares - Unaudited)

	Note	For the three months ended		For the nine months ended	
		September 30		September 30	
		2025	2024	2025	2024
		\$	\$	\$	\$
Revenues		2,158,802	1,863,636	3,642,413	3,810,715
Cost of sales		925,319	870,162	1,340,747	1,294,250
Gross profit		1,233,483	993,474	2,301,666	2,516,465
Expenses					
Consultants and subcontractors		843,536	604,425	2,323,364	1,653,862
Share-based payments	13	238,025	96,480	147,174	96,480
Professional fees		232,823	192,957	399,720	429,587
General and administrative		250,538	246,769	580,708	699,238
Advertising and promotion		41,711	16,229	180,019	60,175
Salaries, wages and benefits		241,356	250,685	632,307	665,896
Depreciation and amortization		278,776	193,020	740,016	571,133
Foreign exchange loss (gain)		12,411	4,502	73,027	29,425
Finance costs, net	14	199,834	148,371	672,813	546,822
(Gain) Loss on extinguishment of debt		1,555,807	(2,688,221)	1,555,807	(2,688,221)
Loss (gain) on change in fair value	8	368,407	1,490,080	(118,168)	1,490,080
		4,263,224	555,297	7,186,787	3,554,477
Loss before income taxes		(3,029,741)	438,177	(4,885,121)	(1,038,012)
Current		-	(164,635)	-	(251,580)
Deferred		-	(325,750)	-	(189,340)
Net loss		(3,029,741)	(52,208)	(4,885,121)	(1,478,932)
Other comprehensive income (loss)					
Exchange difference on translating foreign operations		37,981	(22,091)	76,383	9,315
Deferred tax		-	75,754	-	(115,080)
Total comprehensive loss		(2,991,760)	1,455	(4,808,738)	(1,584,697)
Basic and diluted loss per share		(0.004)	(0.000)	(0.007)	(0.002)
Weighted average number of common shares outstanding (basic and diluted)		768,718,943	632,337,992	688,004,567	629,095,787

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

Vertiqal Studios Corp.
(formerly, Gamelancer Media Corp.)
Condensed Consolidated Interim Statements of Changes in Shareholders' Equity
For the three and nine months ended September 30, 2025 and 2024
(Expressed in Canadian dollars, except number of shares - Unaudited)

Balance, December 31, 2024	59,527,290	-	173,014	3,619,338	-	1,958,630	-	(70,430,867)	-	1,155,128	-	(3,997,467)
Issuance of Restricted Share Units (RSUs)	11	359,424	(150,000)	-	-	-	-	-	-	-	-	209,424
Issuance of shares related to conversion of debenture		-	6,155,179	-	-	-	-	-	-	-	-	6,155,179
Issuance of shares on purchase of Revmo		804,022	-	-	-	-	-	-	-	-	-	804,022
Share-based compensation		-	-	-	-	147,174	-	-	-	-	-	147,174
Expiry of Stock Option		-	-	-	-	(209,424)	-	-	-	-	-	(209,424)
Net loss and total comprehensive loss		-	-	-	-	-	-	(4,885,121)	-	76,383	-	(4,808,738)
Balance, September 30, 2025		60,690,736	6,178,193	3,619,338	1,896,380	(75,315,988)	1,231,511	(1,699,830)				

	Common shares	Shares to be issued	Warrant reserve	Share-based benefits reserve	Accumulated Deficit	Other comprehensive income (loss)	Total shareholders' equity
Balance, December 31, 2023	58,788,585	513,074	5,214,482	2,413,310	(70,214,537)	1,215,890	(2,069,196)
Issuance of common shares for private placement (Note 11(i))	653,074	(513,074)	-	-	-	-	140,000
Issuance of common shares for finders fee (Note 11 (iii))	37,776	-	-	-	-	-	37,776
Transfer of reserves to deficit	-	-	(1,595,144)	(491,150)	2,086,294	-	-
Share issuance Costs	(9,517)	-	-	-	-	-	(9,517)
Share-based compensation (Note 13)	-	-	-	84,480	-	-	84,480
Issuance of Restricted Share Units (RSUs)	-	12,000	-	-	-	-	12,000
Net loss and total comprehensive loss	-	-	-	-	(1,478,932)	(105,765)	(1,584,697)
Balance, September 30, 2024	59,469,918	12,000	3,619,338	2,006,640	(69,607,175)	1,110,125	(3,389,154)

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Condensed Consolidated Interim Statements of Cash Flows

For the three and nine months ended September 30, 2025 and 2024

(Expressed in Canadian dollars, except number of shares - Unaudited)

	Notes	For the nine months ended	
		September 30	
		2025	2024
		\$	\$
Cash flows used in operating activities			
Net loss		(4,885,121)	(1,478,932)
Share-based payments	13	147,174	96,480
Finance costs, net	14	667,824	546,822
Depreciation and amortization	6, 7	711,609	571,133
Unrealized foreign exchange loss		(21,745)	29,425
Change in fair value of debenture		(116,157)	-
(Gain) Loss on extinguishment of debt	8	1,555,394.99	-
Provision (benefit) for deferred taxes		-	189,340
		(1,941,020)	(45,732)
Changes in non-cash working capital items:			
Receivables		(195,839)	(98,562)
Prepaid expenses and deposits		(107,877)	160,931
Accounts payable and accrued liabilities		197,542	(395,766)
Income Tax Payable		(6,557)	226,601
Deferred revenue		-	(58,310)
		(2,053,751)	(210,838)
Finance costs			
Interest paid (net)	14	4,989	21,453
		(2,048,762)	(189,385)
Cash flows used in investing activities			
Restricted cash		-	340,000
Net cash (outflow)/inflow from acquisition of:			
- Enthusiast Game Holdings Inc assets		(900,000)	-
		(900,000)	340,000
Cash flows provided from financing activities			
Repayment of promissory note	9	493,346	(716,187)
Proceeds from issue of Debenture	13	1,550,000	1,000,000
Valuation of new convertible debt		-	2,247,258
Extinguishment of debt		-	(4,935,479)
Proceeds from private placement		700,000	168,259
Loss on change in FV for new debentures		-	1,490,080
Lease payments	7	(127,364)	-
Repayment of convertible debenture		-	(84,894)
Loan from related party	18	149,674	-
		2,765,656	(830,963)
Net decrease in cash		(183,106)	(680,348)
Effect of foreign currency exchange rate changes on cash and cash equivalent		74,511	8,652
Cash, beginning of period		506,130	1,163,239
Cash, end of period		397,535	491,543

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three and nine months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

1. General information and going concern

General information

Vertiqal Studios Corp. (formerly, Gamelancer Media Corp, Gamelancer Gaming Corp., Wondr Gaming Corp. and Transglobe Internet and Telecom Co. Ltd.) (the “Company” or “Gamelancer”) was incorporated under the laws of the Province of British Columbia on June 24, 1999. The Company’s principal place of business and registered office is 200-441 King Street, , Toronto, Ontario, M5V 1K4, Ontario, Canada. Gamelancer is a publicly traded company, listed on the Canadian Securities Exchange (“CSE”). Effective April 21, 2022, in connection with the acquisition of Gamelancer, Inc., the Company changed its name to Gamelancer Gaming Corp. and its CSE ticker symbol was changed to “GMNG”. Effective September 27, 2022, the Company then changed its name to Gamelancer Media Corp.

Gamelancer Media Corp. is a technology and entertainment company providing direct advertising services to brands over its social media channels, with future programmatic advertising services planned as well as plans to build and acquire assets focused on Esports loyalty and rewards programs to unite the global gaming community.

Going concern

These condensed consolidated interim financial statements have been prepared on the basis that the Company will continue as a going concern, which contemplates the realization of its assets and the settlement of its liabilities in the normal course of operations for the foreseeable future. The Company incurred a net loss of \$3,029,741 for the three months and \$4,885,121 for the nine months ended September 30, 2025 and has an accumulated deficit of \$75,315,988 as at September 30, 2025. The Company has a working capital deficit of \$6,223,030 at September 30, 2025. To-date, the Company has funded its operations principally through the issuance of debt and equity securities. The availability of such funding in the future is subject to uncertainty. As such, there is a material uncertainty related to these events and conditions that may cast significant doubt on the Company’s ability to continue as a going concern and, therefore, it may be unable to realize its assets and discharge its liabilities in the normal course of business.

Management acknowledges that there is a material uncertainty which may cast significant doubt over the Company’s ability to continue as a going concern. The Company’s ability to continue as a going concern is dependent on the Company’s ability to pay its liabilities; obtaining new funding to fund operations; implement cost savings associated with managing operating expense levels, raising other equity and/or debt financings, as well as the Company’s ability to maintain sufficient working capital from operations. It cannot be determined at this time whether these objectives will be realized.

Management believes that the use of the going concern assumption is appropriate for these condensed consolidated interim financial statements. If the Company were unable to continue its operations, adjustments to the carrying amounts and classification of assets and liabilities may be necessary. Such adjustments could be material to the consolidated financial statements.

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three and nine months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

2. Material accounting policies

Statement of compliance

The condensed consolidated interim financial statements have been prepared in accordance with International Financial Reporting Standard 34 *Interim Financial Reporting* ("IAS 34") as issued by the International Accounting Standards Board ("IASB"). These condensed consolidated interim financial statements do not include all of the disclosures required for annual consolidated financial statements prepared in accordance with International Financial Reporting Standards ("IFRS") and should be read in conjunction with the annual audited consolidated financial statements of the Company for the year ended December 31, 2024.

The condensed consolidated interim financial statements were authorized for issuance by the board of directors on August 12, 2025.

Basis of preparation

The condensed consolidated financial statements of the Company have been prepared using the same basis of presentation, accounting policies and methods of computation as those of the audited consolidated financial statements for the year ended December 31, 2024. All financial information is presented in Canadian dollars, except share and per share amounts or as otherwise noted. The functional currency of the Company and each of its subsidiaries is the Canadian dollar, except for Wondr Gaming USA Corp. and Gamelancer, Inc. for which the functional currency is the U.S. dollar.

The principal material accounting policies are set out below.

Basis of consolidation

The condensed consolidated interim financial statements include the accounts of the Company and its wholly-owned subsidiaries:

Subsidiary	Domicile and country of incorporation
Wondr Gaming Corp.	Ontario, Canada
Enterprise Gaming Canada Inc.	Quebec, Canada
Hot Dot Media Inc.	Ontario, Canada
JoyBox Media Inc. Gamelancer, Inc.	British Columbia, Canada Delaware, United States of America
Wondr Gaming USA Corp.	Delaware, United States of America (incorporated on August 30, 2021)
Omnia Media Inc	Delaware, United States of America
Luminosity Gaming	Ontario, Canada
GameCo US Holdco	Delaware, United States of America
GameCo Esports Canada Inc.	Ontario, Canada

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three and nine months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

2. Material accounting policies *(continued from previous page)*

Basis of consolidation (continued from previous page)

On March 1, 2022, the Company acquired 100% of the issued and outstanding common shares of JoyBox Media Inc. ("JoyBox") (Note 7). On April 14, 2022, the Company acquired 100% of the issued and outstanding common shares of Gamelancer Inc.

On August 7, 2025, the Company acquired certain software, intellectual property, and related contractual rights from Revmo Inc., a Delaware corporation, pursuant to an Asset Purchase Agreement. Total consideration of CAD \$804,022 comprised the issuance of 52,801,491 common shares valued at CAD \$0.015 per share and CAD \$12,000 in directly attributable legal fees.

Based on management's assessment under IFRS 3 Business Combinations and the optional concentration test, the transaction did not meet the definition of a business combination and was accounted for as an asset acquisition under IAS 38 Intangible Assets. The acquired software met the recognition criteria for an intangible asset and was initially recorded at cost. The asset is amortized on a straight-line basis over four years, commencing on the acquisition date..

On September 2, 2025, the Company completed the acquisition of Omnia Media Inc. and Gameco Canada Inc. (collectively "Omnia and Luminosity") and related assets from Enthusiast Gaming Holdings Inc. The acquisition included intellectual property, media-sales infrastructure, and related operating assets required to manage and monetize the network.

The transaction was accounted for as a business combination under IFRS 3 Business Combinations, with identifiable assets and liabilities recognized at fair value on the acquisition date. Goodwill was recorded for the excess of consideration over the fair value of identifiable net assets. Total consideration consisted of C\$900,000 in cash and the assumption of certain existing and ongoing liabilities, funded through a promissory note bearing interest at 14% for the first 60 days and 24% thereafter, maturing August 31, 2027.

Each subsidiary is fully consolidated from the date of acquisition, which is when the Company obtains control, and continues to be consolidated until the date when such control ceases. Control is achieved when the Company has power over the investee, is exposed, or has rights, to variable returns from its involvement with the investee and can use its power to affect its returns. The Company reassesses whether or not it controls an investee if facts and circumstances indicate changes to one or more of the three elements of control listed above. The subsidiaries' financial statements are prepared for the same reporting period as the parent company, using consistent accounting policies. All intra-group transactions, balances, income and expenses are eliminated in full on consolidation.

3. New standards, amendments and interpretations not yet adopted by the Company

The amended standards and interpretations that are issued, but not yet effective, have been disclosed in the Company's consolidated financial statements for the year ended December 31, 2024. The Company is currently assessing the effect of these new accounting standards and amendments. The Company intends to adopt such amended standards and interpretations, if applicable, when they become effective.

4. Critical accounting judgments and key sources of estimation uncertainty

In the application of the Company's accounting policies, the directors and management are required to make judgments, estimates and assumptions about the carrying amounts of assets and liabilities that are not readily apparent from other sources. The estimates and associated assumptions are based on historical experience and other factors that are considered to be relevant. Actual results may differ from these estimates.

The estimates and underlying assumptions are reviewed on an ongoing basis. Revisions to accounting estimates are recognized in the period in which the estimate is revised if the revision affects only that period, or in the period of the revision and future periods if the revision affects both current and future periods.

The critical accounting judgements and key sources of estimation uncertainty applicable to these condensed consolidated interim financial statements are the same as those described in the Company's annual audited consolidated financial statements for the year ended December 31, 2024.

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three and nine months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

5. Receivables

	September 30, 2025	December 31, 2024
	\$	\$
Trade receivables	2,082,326	1,048,819
Harmonized sales tax receivable	142,715	288,784
Other receivables	130,700	458
	2,355,741	1,338,061

6. Intangible assets

In December 2023, the Company entered into an Asset Purchase Agreement with Offbeat Media Group Inc., to purchase 68 snapchat social media channels. The acquired snapchat channels met the definition of an intangible asset under IAS 38 and therefore these channels were measured at cost, \$2,773,590. These channels were categorized under Customer Relationships as they are similar to assets that were purchased from Gamelancer Inc. which also were categorized under Customer Relationships in 2022. This transaction is accounted for as an asset acquisition.

During the year ended September 30, 2025, the Company completed additional acquisitions that gave rise to identifiable intangible assets. On September 2, 2025, the Company acquired Omnia Media Inc. and Gameco Canada Inc. and related direct media sales assets from Enthusiast Gaming Holdings Inc. ("Enthusiast Gaming") for total consideration of \$900,000 and the assumption of certain existing liabilities. The identifiable intangible assets acquired primarily comprise intellectual property, and related digital media rights, which have been recognized as intangible assets at their estimated fair values at the acquisition date.

Additionally, on August 7, 2025, the Company acquired proprietary software, intellectual property, and related contractual rights from Revmo Inc. for total consideration of \$804,022, satisfied through the issuance of common shares and directly attributable legal costs. The acquired software met the recognition criteria under IAS 38 and has been capitalized as a separate class of intangible assets.

Each of the above transactions was determined to be an asset acquisition, with the acquired assets initially measured at cost and subsequently amortized on a straight-line basis over their estimated useful lives.

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three and nine months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

	Technology	Trade	Customer	Software	Total
	\$	Name	Relationships		\$
	\$	\$	\$		\$
Cost					
Balance, December 31, 2023	787,688	18,235,100	3,897,150	-	22,919,938
Additions	-	-	186,722	-	186,722
Effect of foreign exchange rate changes	-	1,570,050	69,780	-	1,639,830
Balance, December 31, 2024	787,688	19,805,150	4,153,652	-	24,746,490
Additions	-	-	2,530,081	804,022	3,334,103
Effect of foreign exchange rate changes	-	(631,800)	(28,080)	-	(659,880)
Balance, Sept 30 2025	787,688	19,173,350	6,655,653	804,022	27,420,713
Accumulated amortization and impairment losses					
Balance, December 31, 2023	769,421	17,856,818	1,111,943	-	19,738,182
Amortization	18,267	55,889	713,815	-	787,971
Effect of foreign exchange rate changes	-	1,540,865	90,196	-	1,631,061
Balance, December 31, 2024	787,688	19,453,572	1,915,954	-	22,157,214
Amortization	-	42,178	555,059	33,501	630,738
Effect of foreign exchange rate changes	-	(650,427)	(28,080)	-	(678,507)
Balance, Sept 30 2025	787,688	18,845,323	2,442,933	33,501	22,109,445
Carrying amount					
Balance, December 31, 2024	-	351,578	2,237,698	-	2,589,276
Balance, Sept 30 2025	-	328,027	4,212,721	770,521	5,311,268

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three and nine months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

7. Leases

The Company's right of use assets and lease obligations relate to the Company's office premise.

<i>Right of use asset</i>	September 30, 2025
	\$
Balance, December 31, 2023	-
Addition	224,095
<hr/> Balance, December 31, 2024	<hr/> 224,095
Addition	332,584
<hr/>Balance, June 30, 2025	<hr/>556,679
 Accumulated depreciation	
Balance, December 31, 2023	-
Depreciation	8,300
<hr/> Balance, December 31, 2024	<hr/> 8,300
Depreciation	100,613
<hr/>Balance, June 30, 2025	<hr/>108,913
 Net balance, December 31, 2024	215,795
Net balance, September 30, 2025	447,766
 <i>Lease obligations</i>	September 30, 2025
Balance, December 31, 2023	-
Addition	224,095
Interest accretion	1,252
Lease payments	(10,068)
<hr/> Balance, December 31, 2024	<hr/> 215,279
Addition	663,315
Interest accretion	11,448
Lease payments	(127,364)
<hr/>Balance, June 30, 2025	<hr/>762,678

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

8. Debenture units.

The following table summarizes the movement in the carrying value of the debt during the period:

On June 27, 2024, the Company issued unsecured convertible debentures (CD II) in the amount of \$1,000,000. Each \$1,000 of principal is convertible at a conversion price of \$0.025 per common share and accrues interest at 15% per annum. The convertible debenture matures on June 27, 2026. For accounting purposes, the Company has designated the convertible debenture at FVTPL. The conversion feature does not meet the fixed-for-fixed criteria for the accrued interest due to the conversion price being variable. The Company does not separately account for the fair value of the conversion feature as a derivative as it has classified the entire instrument as FVTPL. The change in fair value of the debentures was \$51,450 during the year ended December 31, 2024. The change in fair value in the three months ended September 30, 2025 is \$nil (2024-\$nil)

On September 10, 2024, the Company entered into the Amendment of the convertible debenture (CD I) with the subscribers. As a result, the agreement was modified. The amendments resulted in several changes to the terms of the debentures, among others, notably:

- Increase in interest rate from 12% to 15%;
- Maturity date changed from November 3, 2027, to September 10, 2025;
- Automatic conversion to common shares at maturity, unless the Company exercises a prepayment option.

Due to the substantial modification of the terms of an existing financial liability, it was accounted for as an extinguishment of the original financial liability and the recognition of a new financial liability. Similar to the above, the debenture is recorded as FVTPL.

On September 9, 2025, the Company exercised its right to force the conversion of all outstanding principal and accrued interest under its two tranches of convertible debentures ("CD1" and "CD2") into common shares of the Company at a fixed conversion price of \$0.025 per share.

The aggregate principal and accrued interest converted totaled \$6,155,179, representing \$4,111,000 in principal and \$1,452,553 in accrued interest under CD1, and \$439,000 in principal and \$152,626 in accrued interest under CD2. Approximately 246,207,149 common shares are issuable to the former debenture holders.

At June 30, 2025, the convertible debentures were measured at fair value through profit or loss with carrying values of \$3,500,000 for CD1 and \$1,099,783 for CD2. Upon conversion on September 9, 2025, the Company derecognized the liabilities and recognized the corresponding equity amount of \$6,155,179 under Shares to be issued. The difference of \$1,555,396 was recognized in profit or loss as a loss on extinguishment in accordance with IFRS 9 – Financial Instruments.

As at September 30, 2025, the related DRS issuances had not yet been processed by the Company's transfer agent due solely to an administrative delay in payment of trustee processing fees. The Company expects completion of the DRS issuances subsequent to quarter end. Any related trustee fees are recorded separately as accounts payable and expensed under Financing costs.

In December 2024, the Company commenced a private placement to issue unsecured convertible debentures up to an amount of \$3,000,000. The Company only received first tranche of funds in December for \$350,000 from one subscriber, and an additional \$1,200,000 in funds during the period up to April of 2025, providing a total balance of \$1,550,000.

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

On May 1, 2025, the private placement was closed and the Company issued unsecured convertible debentures (CD III) in the amount of \$1,550,000. Each \$1,000 of principal is convertible at a conversion price of \$0.025 per common share and accrues interest at 15% per annum. The convertible debenture matures on May 1, 2027. For accounting purposes, the Company has designated the convertible debenture at FVTPL. The conversation feature does not meet the fixed-for-fixed criteria for the accrued interest due to the conversion price being variable. The Company does not separately account for the fair value of the conversion feature as a derivative as it has classified the entire instrument as FVTPL. The change in fair value of the debentures was \$nil during the period ended September 30, 2025. The change in fair value in the three months ended September 30, 2025 is \$nil)

In June 2025, the Company commenced a private placement to issue unsecured convertible debentures up to an amount of \$4,000,000. The Company only received first tranche of funds in the quarter of 1,050,000.

	CD I	CD II	CDIII	Total
Balance, December 31, 2023	4,579,822	-	-	4,579,822
Additions	-	1,000,000	-	1,000,000
Repayment	(84,894)	-	-	(84,894)
Extinguishment of convertible debt	(4,935,479)	-	-	(4,935,479)
Valuation of new convertible debt	2,250,000	-	-	2,250,000
Fair value Adjustment	1,267,126	(51,450)	-	1,215,676
Interest and accretion expense	573,425	76,848	-	650,273
Balance, December 31, 2024	3,650,000	1,025,398	-	4,675,399
Additions	-	-	1,550,000	1,550,000
Fair value Adjustment	(486,575)	-	-	(486,575)
Interest and accretion expense	336,575	74,385	38,217	449,178
Balance, June,30, 2025	3,500,000	1,099,783	1,588,217	6,188,001

9. Promissory note

The following table summarizes the movement in the carrying value of the debt during the period:

	\$
	Debt
Balance, December 31, 2023	1,204,917
Repayment	(909,746)
Interest and accretion expense	104,900
Interest payments	(43,501)
Effect of foreign exchange rate changes	43,053
Balance, December 31, 2024	399,622
Issuance of Promissory Note	900,000
Repayment	(396,872)
Interest and accretion expense	12,037
Interest payments	(4,989)
Effect of foreign exchange rate changes	(9,799)
Balance as at September,30, 2025	900,000

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

10. Income Taxes

The Company's effective income tax rate was 13.81% for the three and nine months ended September 30, 2025 (September 30, 2024 – 13.81%). The effective tax rate is different than the statutory rate primarily due to the imputed interest income on intercompany balance, utilization of prior year's unrecognized net operating loss in US and not recognizing current year losses because it is not probable that future taxable profit will be available against which the Company can use the benefits.

11. Common shares

Issued

The following schedule shows the movement in common shares during the period:

	#	\$
Balance, December 31, 2023	604,045,994	58,788,585
Issuance of common shares for second tranche of private placement (I)	26,122,960	653,074
Issuance of common shares for finders fee (Note 11(iii))	944,400	37,776
Increase in common shares listed (Note 11 (iv))	8,666,666	-
Issuance of common shares for acquisition (Note 11(v))	5,737,200	57,372
Shares to be Issued (Note 11 (ii))	-	173,014
Issuance Costs	-	(9,517)
Balance, December 31, 2024	645,517,220	59,700,304
Issuance of common shares from RSU's (ii)	1,500,000	359,424
Shares transferred from shares to be issued (i)	-	(150,000)
Shares issues on acquisition of Revmo (iii)	62,464,656	804,022
Shares to be issued on conversion of debenture (iv)	246,207,149	6,155,179
Balance, September 30, 2025	955,689,025	66,868,929

- (i) On February 4, 2025, 1,500,000 RSU, were issued from shares to be Issued to common shares
- (ii) Vesting of RSU during the nine months ended September 30, 2025, the to shares to be issued as share based payments of \$359,424.
- (iii) 62,464,565 common shares were issued as consideration for intangible assets acquired in the Revmo transaction, valued at \$804,022.
- (iv) 246,207,149 common shares were issued upon the conversion of outstanding convertible debt with an amount of \$6,155,179

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

12. Warrants

The following reconciles the warrants outstanding at the beginning and the end of the period:

	#	\$
Balance, December 31, 2023	133,877,182	5,214,482
Warrants expired	(30,633,228)	(1,595,144)
Balance, December 31, 2024	103,243,954	3,619,338
Warrants expired	-	-
Balance, September 30, 2025	103,243,954	3,619,338

	Number of warrants #	Weighted average exercise price \$
Balance, December 31, 2023	133,877,182	0.18
Expired	(30,633,228)	0.29
Balance, December 31, 2024	103,243,954	0.15
Expired	-	-
Balance, September 30, 2025	103,243,954	0.15

Additional information regarding warrants outstanding at September 30, 2025 follows.

Exercise price	Number of warrants #	Weighted average remaining contractual life (in years)
\$0.07	1,197,259	0.1
\$0.15	100,038,500	0.6
\$0.10	2,008,195	0.6
	103,243,954	0.6

13. Share-based benefits reserve

The Company has adopted a stock option plan (the "Plan") to attract, retain and motivate qualified directors, officers, employees and consultants whose present and future contributions are important to the success of Vertiqal by offering them an opportunity to participate in the entity's future performance through the award of stock options.

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

Each stock option converts into one common share of Vertiqal on exercise. No amounts are paid or payable by the recipient on receipt of the option. The options carry neither rights to dividends nor voting rights. Options may be exercised at any time from the date of vesting to the date of their expiry.

The total number of common shares reserved and available for grant and issuance pursuant to the Plan is equal to 10% of the issued and outstanding common shares of the Company. The following reconciles the number of share options available for grant under the Plan:

The vesting terms of options granted pursuant to the Plan are determined by the board of directors, which are to vest immediately.

The following reconciles the options outstanding at the beginning and end of the period that were granted to eligible participants pursuant to the Plan:

Total number of options reserved and available for grant and issuance under the Plan				#
Issued and outstanding at end of period				95,568,903
Number of options available for grant under the Plan at June 30, 2025				(61,973,100)
				<u>33,595,803</u>
		Period months ended		Year ended
		September 30, 2025		December 31, 2024
		Weighted		Weighted
		average		average
	Number of	exercise	Number of	exercise
	options	price	options	price
	#	\$	#	\$
Balance, beginning of period	46,503,100	0.10	42,172,600	0.17
Granted	23,000,000	0.025	8,448,000	0.02
Expired/Cancelled	(7,530,000)	0.21	(11,017,500)	0.29
Granted	-	-	6,900,000	0.025
Balance, end of period	61,973,100	0.09	46,503,100	0.10
Exercisable, end of period	61,973,100	0.09	46,503,100	0.10

Vertiq Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

Exercise prices	Share options issued and outstanding	
	Number of options	Weighted average remaining contractual life in years
	#	#
\$0.02	8,448,000	0.00
\$0.025	29,900,000	2.40
\$0.11	4,825,100	0.01
\$0.12	125,000	0.00
\$0.13	13,000,000	0.04
\$0.155	5,675,000	0.02
	61,973,100	1.2

During the three and nine months ending September 30, 2025, the Company recognized share-based compensation expense of \$238,025 and \$147,174, respectively. (three months ended September 30, 2024 - \$96,480; nine months ended September 30, 2024 - \$96,480), presented in the line item 'share-based payments' in the condensed consolidated interim statements of loss and comprehensive loss.

14. Finance costs, net

	For the three months ended September, 30		For the nine months ended September, 30	
	2025	2024	2025	2024
	\$	\$	\$	\$
Interest and bank charges	4,065	3,369	9,059	8,928
Interest and accretion expense on promissory note	-	23,034	12,037	88,683
Accretion expense arising on deferred consideration (Note 7)	-	-	-	-
Interest and accretion expense on debenture units (Note 8)	191,364	152,031	640,542	479,592
Interest on lease	4,455	-	11,448	-
Interest income	(50)	(30,063)	(272)	(30,381)
	199,834	148,371	672,814	546,822

15. Capital management

The Company manages its capital to ensure it will be able to continue as a going concern while maximizing the return to stakeholders through the optimization of the debt and equity balance. The Company's overall strategy remains unchanged from 2024.

The capital structure of the Company consists of net debt (comprising amounts due to related parties, deferred consideration and contingent consideration offset by cash) and equity (comprising common shares, warrant reserve, share-based benefits reserve, accumulated other comprehensive income and deficit).

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

Total managed capital is as follows:

	September 30, 2025	December 31, 2024
	\$	\$
Amount due to related parties	154,743	5,069
Share capital	66,868,929	59,700,304
Warrant reserve	3,619,338	3,619,338
Share-based benefit reserves	1,896,380	1,958,630
Less: cash	(397,535)	(506,130)
Total	72,141,854	64,777,211

In order to maintain or adjust its capital structure, the Company may elect to issue or repay financial liabilities, issue shares, or undertake any other activities as deemed appropriate under the specific circumstances. The Company is not subject to any externally imposed capital requirements.

16. Financial instruments

In the normal course of business, the Company is exposed to several risks that can affect its operating performance. These risks, and the actions taken to manage them, are described below.

Fair value

The carrying value of financial instruments classified at amortized cost (including cash, trade receivables, accounts payable and accrued liabilities and amounts due to related parties) approximate fair value due to their short-term nature.

Financial instruments are classified in their entirety based on the lowest level of input that is significant to the fair value measurement. The convertible debentures (Note 8) have been classified as Level 3 in the fair value hierarchy as at September 30, 2025, and the year ended December 31, 2024.

Credit and concentration risk

Credit risk refers to the risk that a counterparty will default on its contractual obligations resulting in financial loss to the Company. The Company does not provide any guarantees which would expose the Company to credit risk.

The credit risk on cash and cash equivalents is limited because the counterparties are banks with high credit ratings assigned by international credit-rating agencies. There has been no instance of default with any counterparty since the Company's incorporation on May 6, 2019. The maximum credit exposure at September 30, 2025, is the carrying amount of cash, trade and other receivables. The Company's exposure to credit risk is considered to be low, given the size and nature of the various counterparties involved and their history of performance.

Interest rate risk

Interest rate risk is the risk that the value of a financial instrument might be adversely affected by a change in the interest rates. Changes in market interest rates may have an effect on the cash flows associated with some financial assets or liabilities, known as cash flow risk, and on the fair value of other financial assets or liabilities, known as price risk.

Amounts due to related parties are non-interest bearing. Accordingly, the fair value of these financial liabilities could fluctuate because of changes in market interest rates.

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

Liquidity risk

Liquidity risk refers to the risk that the Company will encounter difficulty in meeting obligations associated with financial liabilities that are settled by delivering cash or another financial asset.

Ultimate responsibility for liquidity risk management rests with the management with oversight by the board of directors, which has established an appropriate liquidity risk management framework for the management of the Company's short-, medium- and long-term funding and liquidity management requirements. The Company manages liquidity risk by maintaining adequate cash balances and borrowings, by continuously monitoring forecast and actual cash flows, and by matching the maturity profiles of financial assets and liabilities.

The following table provides details of the Company's remaining contractual maturity for its non-derivative financial liabilities with agreed repayment periods. The table has been drawn up based on the undiscounted cash flows of financial liabilities based on the earliest date on which the Company can be required to pay. The tables include both interest and principal cash flows.

	Less than one year	Later than one year and not later than five years	Later than five years	Total
September 30, 2025				
	\$	\$	\$	\$
Accounts payable and accrued liabilities	7,931,089	-	-	7,931,089
Due to related parties	154,743	-	-	154,743
Lease Liabilities	749,822	12,856	-	762,678
Promissory Note	900,000	-	-	900,000
Debenture units	-	2,150,000	-	2,150,000
	9,735,654	2,162,856	-	11,898,510

	Less than one year	Later than one year and not later than five years	Later than five years	Total
December 31, 2024				
	\$	\$	\$	\$
Accounts payable and accrued liabilities	2,706,608	-	-	2,706,608
Lease liability	101,060	130,879	-	231,939
Due to related parties	5,069	-	-	5,069
Promissory note	399,622	-	-	399,622
Debenture units	5,388,801	-	-	5,388,801
	8,601,160	130,879	-	8,732,039

Foreign currency risk

The Company undertakes transactions denominated in foreign currencies; consequently, exposures to exchange rate fluctuations arise. The Company does not use derivative instruments to reduce its exposure to foreign currency risk.

The carrying amounts of the Company's foreign currency denominated monetary assets and monetary liabilities at the end of the reporting period are as follows.

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

	September 30, 2025	December 31, 2024
	\$	\$
Monetary assets		
U.S. dollars	1,138,079	1,933,087
Monetary liabilities		
U.S. dollars	(2,510,104)	(346,996)

The following table details the Company's sensitivity to a 10% increase and decrease in the Canadian dollar against the U.S. dollar. The sensitivity analysis includes only outstanding foreign currency denominated monetary items and adjusts their translation at the period end for a 10% change in foreign currency rates. A positive number below indicates an increase in profit where the Canadian dollar strengthens 10% against the U.S. dollar. For a 10% weakening of the Canadian dollar against the U.S. dollar, there would be a comparable impact on the profit, and the balances below would be opposite.

Increase (decrease) in profit or loss:		
U.S. dollars	(64,211)	(228,223)
Total	(64,211)	(228,223)

17. Segment information

The Company is engaged in a single business activity and does not have multiple operating segments. The CEO is the Company's chief operating decision-maker, as defined by IFRS 8, and all significant operating decisions are taken by the CEO. In assessing performance, the CEO reviews financial information on an integrated basis for the Company as a whole, substantially in the form of, and on the same basis as, the Company's consolidated financial statements.

Geographic information:

	For the three months ending September 30, 2025			For the nine months ending September 30, 2025		
	Canada	United States	Total	Canada	United States	Total
	\$	\$	\$	\$	\$	\$
Revenue	1,614,889	543,913	2,158,802	2,514,053	1,128,360	3,642,413
Property and equipment	19,488	-	19,488	19,488	-	19,488

18. Related party transactions

Compensation of key management personnel

	For the three months ending		For the nine months ending	
	September 30, 2025	September 30, 2024	September 30, 2025	September 30, 2024
	\$	\$	\$	\$
Short-term benefits	414,549	496,031	1,211,669	928,990
	414,549	496,031	1,211,669	928,990

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

The remuneration of key management personnel, including directors and officers, during the year was as follows:

Short-term benefits include salaries of \$119,351 for the three months, and \$377,281 for the nine months (2024 - \$164,351; \$328,702) and consulting fees of \$257,930 for the three months ending September 30, 2025, and \$853,616 for the nine months ending September 30, 2025 (2024 - \$331,680 and \$600,288 respectively). Consulting fees, paid to companies controlled by key management personnel, were recognized in the line item 'consultants and subcontractors' in the consolidated statements of loss and comprehensive loss. During the three months ending September 30, 2025, the Company has an amount owing due to a related party of \$154,743 (2024 - \$5,069)

The remuneration of key management personnel is determined by the board of directors having regard to the performance of individuals and market trends.

Due to related parties

Amounts due to related parties are owed to key management personnel for reimbursement of various business expenditures that such individuals made payment for on behalf of the Company. Amounts due to related parties are unsecured, non-interest bearing and payable on demand.

In February 2025, the Company received a non-interest-bearing loan from a related party in the amount of \$200,000 USD. As at September 30, 2025, the balance of this loan is \$100,000 USD

19. Contingent liabilities

Statement of claim – July 29, 2021

On July 29, 2021, the Company received a statement of claim filed by GroupBy Inc. alleging breach of contract and unjust enrichment and seeking USD \$4,136,807 plus interest and costs. The Company is contesting the claim.

On September 7, 2021, the Company filed a Statement of Defence and Counterclaim in the Ontario Superior Court of Justice against GroupBy Inc. The Company claims, among other things, GroupBy Inc.'s failure to perform the services and misrepresentation and seeks dismissal of the action. Furthermore, the Company is counterclaiming seeking damages of \$400,000 plus costs for breach of contract and negligent misrepresentation.

On October 27, 2021, the Company filed a Third Party Counterclaim in the Ontario Superior Court of Justice against an individual who is a former director of the Company and the CEO of GroupBy Inc. claiming breach of fiduciary duties and duties of good faith and is seeking USD \$4.1 million in damages plus costs.

As litigation is subject to many uncertainties, it is not possible to predict the ultimate outcome of this claim or to estimate the loss, if any, which may result. Accordingly, the outcome of the claim is not yet determinable, and the extent to which an outflow of funds maybe required to settle this possible obligation cannot be reliably determined.

On Jul 11, 2023, the Issuer attended a Mediation. There were no offers on the table that was settled upon at Mediation. Legal Counsel has suggested the Company to settle at \$1.14M with payments spread out over time. The Company denied and as at December 31, 2023, the counter offer came down to \$500,000. The offer has further come down to \$200,000 in fiscal year 2024. No decisions have been made on settling.

Statement of claim – November 19, 2024

On November 19, 2024, the Company filed a claim in the Ontario Superior Court of Justice against Playground Media Corp., as well as the individuals associated with the Company. The Company is claiming damages relating to breach of contract and misuse of confidential information, among other things and seeking \$4,770,000 in damages plus costs. Subsequent to year end, the Company received a defense denying all claims and allegations. The company is preparing a defense to submit.

Vertiqal Studios Corp.

(formerly, Gamelancer Media Corp.)

Notes to the Condensed Consolidated Interim Financial Statements

For the three months ended September 30, 2025 and 2024

(Expressed in Canadian dollars - Unaudited)

Statement of claim – January 8, 2025

On January 8, 2025, the Company received a claim from a former consultant claiming dues for wrongful termination in the amount of \$193,957. On February 18, 2025, the Company filed a statement of defense. On March 3, 2025, the Company received a reply to the statement of defense. The Company has offered to schedule a mediation in June of 2025.

20. Events after the reporting period

In October 2025, the Company repaid in full the \$900,000 promissory note used to finance the acquisition of the Enthusiast Gaming assets. The note was settled in cash, and the obligation has been extinguished in full.

Subsequent to September 30, 2025, the Company completed a private placement offering of convertible debentures (the "Debentures") bearing interest at 15% per annum and maturing on October 31, 2027. The Debentures, and any underlying common shares issuable upon conversion, were issued on a prospectus-exempt basis. Holders may convert principal at \$0.025 per share or accrued interest at the greater of \$0.025 and the five-day VWAP of the Company's shares on the Toronto Stock Exchange. Certain insiders subscribed for \$763,000 principal amount of Debentures, constituting a related-party transaction.