

**eQube Gaming Limited**  
**Condensed Interim Consolidated Financial Statements**

*For the Three Months Ended May 31, 2016*  
*(Unaudited)*

## **Notice to Reader**

*The accompanying unaudited condensed interim financial statements of the Company have been prepared by management.*

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

# eQube Gaming Limited

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# eQube Gaming Limited

## Interim Consolidated Statements of Financial Position

(Expressed in Canadian dollars)

(unaudited)

	May 31, 2016	February 29, 2016
<b>Assets</b>		
<b>Current assets</b>		
Cash	\$ 1,755,648	\$ 183,009
Accounts receivable	1,099,951	537,284
Accrued receivables	94,825	559,166
Supplies and components	76,376	109,506
Prepaid expenses and deposits	144,342	133,096
	<b>3,171,142</b>	<b>1,522,061</b>
Accrued receivables	<b>446,076</b>	442,594
Property and equipment (Note 6)	<b>2,859,942</b>	3,166,787
Intangible assets (Note 7)	<b>457,392</b>	462,773
<b>Total assets</b>	<b>\$ 6,934,552</b>	<b>\$ 5,594,215</b>
<b>Liabilities</b>		
<b>Current liabilities</b>		
Bank indebtedness (Note 8)	\$ 20,518	\$ 164,574
Accounts payable and accrued liabilities (Note 9)	746,554	792,232
Deferred revenue	38,325	-
Demand term loans (Note 10)	750,537	824,252
Current portion of shareholder loans (Note 11)	158,101	60,000
Current portion of other related loans (Note 11)	156,742	1,433,312
Current portion of other loans (Note 12)	1,377,064	-
Current portion of obligations under finance lease (Note 13)	11,037	11,275
Current income tax payable	41,146	41,146
Preferred shares (Note 14)	1,050,000	1,810,000
	<b>4,350,024</b>	<b>5,136,791</b>
<b>Long term liabilities</b>		
Accounts payable and accrued liabilities (Note 9)	367,672	386,856
Shareholder loans (Note 11)	397,138	395,239
Other related loans (Note 11)	342,418	1,248,435
Other Loans (Note 12)	2,922,936	-
Obligations under finance lease (Note 13)	38,860	42,490
Preferred shares (Note 14)	1,010,000	250,000
<b>Total liabilities</b>	<b>9,429,048</b>	<b>7,459,811</b>
<b>Equity (deficiency)</b>		
Share capital (Note 15)	8,135,041	8,135,041
Warrants (Note 16)	63,866	63,866
Contributed surplus	371,322	371,040
Deficiency	(11,243,614)	(10,630,149)
(Deficiency) equity attributable to owners of the Company	(2,673,385)	(2,060,202)
Non-controlling interest (Note 17)	178,889	194,606
<b>Total (deficiency) equity</b>	<b>(2,494,496)</b>	<b>(1,865,596)</b>
<b>Total liabilities and equity</b>	<b>\$ 6,934,552</b>	<b>\$ 5,594,215</b>

On behalf of the Board

\_\_\_\_\_ Director \_\_\_\_\_ Director

See accompanying notes to the condensed interim consolidated financial statements.

**eQube Gaming Limited**  
**Interim Consolidated Statements of Loss and Comprehensive Loss**

(Expressed in Canadian dollars)  
(Unaudited)

	<b>Three months ended May 31,</b>	
	<b>2016</b>	<b>2015</b>
Sales, service and other revenue (Note 19)	\$ 1,666,466	\$ 1,109,185
Direct costs	528,108	385,397
Gross profit	<b>1,138,358</b>	723,788
Expenses		
General and administrative expenses (Note 20)	1,272,366	1,064,241
Impairment of supplies and components	1,605	19,034
Total expenses	<b>1,273,971</b>	1,083,275
Loss before other expenses (income)	<b>(135,613)</b>	(359,487)
Other expenses (income)		
Finance income (Note 21)	(4,316)	(4,612)
Finance costs (Note 21)	153,843	163,904
Depreciation and amortization	355,290	413,112
Foreign exchange gain	(6,941)	(6,913)
Total other expenses	<b>497,876</b>	565,491
Loss before income taxes	<b>(633,489)</b>	(924,978)
Income tax recovery	<b>(4,307)</b>	-
Net loss and comprehensive loss	<b>\$ (629,182)</b>	\$ (924,978)
Total net loss and comprehensive loss attributable to:		
Owners of the Company	\$ (613,465)	\$ (924,978)
Non-controlling interest (Note 17)	<b>(15,717)</b>	-
	<b>\$ (629,182)</b>	\$ (924,978)
Loss per share (Note 24)		
Basic	\$ (0.02)	\$ (0.03)
Diluted	\$ (0.02)	\$ (0.03)

See accompanying notes to the condensed interim consolidated financial statements.

**eQube Gaming Limited**  
**Interim Consolidated Statements of Changes in Equity**  
(Expressed in Canadian dollars)  
(Unaudited)

	Share capital amount	Warrants	Contributed surplus	Deficiency	Total	Non-controlling interest	Total equity
Balance at February 28, 2015	\$ 8,082,700	\$ 212,179	\$ 365,996	\$ (8,354,696)	\$ 306,179	\$ -	\$ 306,179
Net loss	-	-	-	(924,978)	(924,978)	-	(924,978)
Consideration Warrants (Note 16)	-	116,118	-	-	116,118	-	116,118
Share-based compensation related to stock options granted and vested	-	-	1,417	-	1,417	-	1,417
Exercise of stock options	52,341	-	(2,121)	-	50,220	-	50,220
<b>Balance at May 31, 2015</b>	<b>\$ 8,135,041</b>	<b>\$ 328,297</b>	<b>\$ 365,292</b>	<b>\$ (9,279,674)</b>	<b>\$ (451,044)</b>	<b>\$ -</b>	<b>\$ (451,044)</b>
Balance at February 29, 2016	\$ 8,135,041	\$ 63,866	\$ 371,040	\$ (10,630,149)	\$ (2,060,202)	194,606	\$ (1,865,596)
Net loss	-	-	-	(613,465)	(613,465)	(15,717)	(629,182)
Share-based compensation related to stock options granted and vested	-	-	282	-	282	-	282
<b>Balance at May 31, 2016</b>	<b>\$ 8,135,041</b>	<b>\$ 63,866</b>	<b>\$ 371,322</b>	<b>\$ (11,243,614)</b>	<b>\$ (2,673,385)</b>	<b>\$ 178,889</b>	<b>\$ (2,494,496)</b>

See accompanying notes to the condensed interim consolidated financial statements.

**eQube Gaming Limited**  
**Interim Consolidated Statements of Cash Flows**

(Expressed in Canadian dollars)  
(Unaudited)

	<b>Three months ended May 31,</b>	
	<b>2016</b>	<b>2015</b>
<b>Operating</b>		
Net loss	\$ (629,182)	\$ (924,978)
Adjustments for:		
Finance income	(3,481)	(2,321)
Interest expense	100,634	110,695
Dividends on preferred shares	51,923	51,923
Depreciation of property and equipment	327,890	381,501
Amortization of intangible assets	30,415	31,611
Impairment of supplies and components	1,605	19,034
Amortization of finance fees	1,286	1,286
Share-based compensation	282	1,417
Consideration Warrants (Note 16)	-	116,118
Change in non-cash operating working capital (Note 23)	(104,585)	313,610
Net cash flows provided by (used in) operating activities	(223,213)	99,896
<b>Financing</b>		
Repayment of demand term loans	(75,000)	(75,000)
Repayment of shareholder loans	-	(26,517)
Repayment of other related loans	(2,182,587)	(223,510)
Repayment of finance lease obligations	(3,868)	-
Proceeds on shareholder loans	100,000	-
Proceeds on other loans	4,300,000	-
Proceeds from the exercise of stock options	-	50,220
Interest paid	(100,634)	(110,695)
Dividends paid	(51,923)	(51,923)
Net cash flows (used in) provided by financing activities	1,985,988	(437,425)
<b>Investing</b>		
Purchase of property and equipment	(21,045)	(240,823)
Purchase of and capitalization of intangible assets	(25,035)	(83,593)
Net cash flows used in investing activities	(46,080)	(324,416)
Net (decrease) increase in cash and cash equivalents	1,716,695	(661,945)
Cash and cash equivalents, beginning of period	18,435	2,015,389
Cash and cash equivalents, end of period	\$ 1,735,130	\$ 1,353,444

Supplemental cash flow information (Note 23)

See accompanying notes to the condensed interim consolidated financial statements.

# **eQube Gaming Limited**

## **Notes to the Condensed Interim Consolidated Financial Statements**

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

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### **1. Reporting entity**

eQube Technology and Software Inc. (“eQube”) was incorporated under the Business Corporations Act of Alberta on March 11, 1999 as SGC-Link Corp. The name was changed to eQube Technology and Software Inc. on August 23, 2005.

On July 2, 2014, eQube entered into an amalgamation agreement (the “Amalgamation Agreement”) with Triox Limited (“Triox”) and 1824721 Alberta Ltd., a wholly owned subsidiary of Triox, to combine their business operations.

Triox Limited (“Triox”) was incorporated under the laws of Hong Kong on August 4, 2011, and was classified as a Capital Pool Company as defined pursuant to Policy 2.4 of the TSX Venture Exchange (the “TSXV”). In anticipation of the closing of the Amalgamation Agreement, Triox changed its name from Triox Limited to eQube Gaming Limited (the “Company”) on September 26, 2014.

The transaction was completed on October 30, 2014 and constituted a “Qualifying Transaction” of the Company (as such term is defined within the meaning of Policy 2.4 of the TSXV). The ordinary shares of the Company resumed trading on the TSXV on November 4, 2014 under the new name “eQube Gaming Limited”. The Company’s registered office is located at #100, 10493 – 184 Street, Edmonton, Alberta.

While the Company was the legal acquirer of eQube and is the continuing legal entity whose ordinary shares are listed on the TSXV and for which these financial statements are being reported, the accounting acquirer was deemed to have been eQube, and these financial statements are presented on the basis of reverse acquisition accounting principles. Unless the context requires, when the term “eQube” is used herein, it refers to the actions or operations of the acquired company prior to the closing of the Qualifying Transaction.

Pursuant to the Amalgamation Agreement, eQube and 1824721 Alberta Ltd. amalgamated under the Business Corporations Act (Alberta) to form a new company under the corporate name “eQube Technology and Software Inc.” (“Amalco”). Amalco will carry on the business previously carried on by eQube as a subsidiary of the Company.

The Company is engaged in the design, development, distribution, licensing and sale of technology-based electronic bingo and social gaming solutions for the regulated gaming markets in Canada, the United States and Ireland.

### **2. Basis of presentation**

These condensed interim consolidated financial statements, including comparatives, have been prepared in accordance with International Accounting Standard (“IAS”) 34, Interim Financial Reporting, and do not include all of the information required for full annual financial statements. Accordingly, these condensed interim consolidated financial statements should be read in conjunction with the audited consolidated financial statements and notes thereto, as at and for the year ended February 29, 2016.

These consolidated financial statements are presented in Canadian dollars, except where otherwise indicated.



# **eQube Gaming Limited**

## **Notes to the Condensed Interim Consolidated Financial Statements**

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

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### **2. Basis of presentation (continued)**

These condensed interim consolidated financial statements for the three months ended May 31, 2016, including comparatives, were authorized for issue by the Board of Directors on July 20, 2016.

### **3. Significant accounting policies**

The interim consolidated financial statements have been prepared in accordance with the accounting policies adopted in the Company's most recent annual consolidated financial statements for the year ended February 29, 2016.

#### **a) Use of estimates and management judgment**

When preparing the interim consolidated financial statements, management undertakes a number of judgments, estimates and assumptions about recognition and measurement of assets, liabilities, income and expenses. The actual results may differ from the judgments, estimates and assumptions made by management, and will seldom equal the estimated results.

The judgments, estimates and assumptions applied in the interim consolidated financial statements, including the key sources of estimation uncertainty, were the same as those applied in the Company's last annual consolidated financial statements for the year ended February 29, 2016.

#### **b) Recent accounting pronouncements not yet effective**

Certain new standards, interpretations, amendments and improvements to existing standards were issued by the International Accounting Standards Board ("IASB") or International Financial Reporting Interpretations Committee ("IFRIC") that are not yet effective for the Company have been disclosed in the audited consolidated financial statements as at and for the year ended February 29, 2016. No additional standards, interpretations, amendments and improvements applicable to the Company were issued prior to May 31, 2016.

### **4. Capital disclosures**

The Company's objectives and policies for managing capital are to safeguard the Company's ability to continue as a going concern, to provide an adequate return to shareholders and to meet external capital requirements on the Company's credit facilities. For the three months ended May 31, 2016, there were no changes in the Company's objectives and policies for capital management.

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

#### 4. Capital disclosures (continued)

The Company includes the following in the definition of capital:

	May 31, 2016	February 29, 2016
Demand term loans	\$ 750,537	\$ 824,252
Shareholder loans	555,239	455,239
Other related loans	499,160	2,681,747
Other loans	4,300,000	-
Obligations under finance lease	49,897	53,765
Preferred shares	2,060,000	2,060,000
(Deficiency) equity	(2,673,385)	(2,060,202)
	<b>\$ 5,541,448</b>	<b>\$ 4,014,801</b>

To manage the Company's capital requirements, the Company has in place a planning and budgeting process which helps determine the funds required to ensure the Company has the appropriate liquidity to meet its operating and growth objectives. The Company plans to continue to fund its short-term cash requirements through operations, debt financing and proceeds raised through brokered and non-brokered offerings. The Company has an operating line of credit in place that can be drawn upon, if required.

Under the Company's credit facilities for the operating line of credit and demand term loans, the annual debt service coverage ratio measured at February 29 must not be less than 1.25 to 1. At February 29, 2016 the Company was not in compliance with this covenant.

#### 5. Financial instruments and risk exposures

##### Fair value measurement

The Company's financial assets include cash, accounts receivable and accrued receivables. The Company's financial liabilities include bank indebtedness, accounts payable and accrued liabilities, current income tax payable, demand term loans, shareholders loans, other related loans, other loans, obligations under finance lease and preferred shares.

The Company has classified its cash, accounts receivable and accrued receivables as loans and receivables, measured at amortized cost using the effective interest method. Bank indebtedness, accounts payable and accrued liabilities, current income tax payable, demand term loans, shareholders loans, other related loans, other loans, obligations under finance lease and preferred shares are classified as other financial liabilities, measured at amortized cost using the effective interest method. The effective interest rate is the rate that exactly discounts the estimated future cash payments or receipts through the expected life of the financial instrument or a shorter period, where appropriate, to the net carrying amount of the financial asset or liability.

# eQube Gaming Limited

## Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

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### 5. Financial instruments and risk exposures (continued)

The carrying value of cash, accounts receivable, bank indebtedness, accounts payable and current accrued liabilities and current income tax payable reasonably approximate their fair value due to their immediate or short term maturity. The carrying value of accrued receivables (measured at amortized cost) reasonably approximates fair value as the effect of any difference between the effective interest rate applied and the estimated current market rate is not significant.

The carrying value of the non-current accrued liabilities, the demand term loans, shareholders loans, other related loans, other loans, obligations under finance lease and preferred shares reasonably approximate their fair value. The fair value is a Level 2 measurement and is based on discounted future cash flows using rates that reflect observable current market rates for similar instruments with similar terms and conditions. These estimates are subjective in nature as current interest rates are selected from a range of potentially acceptable rates and, accordingly, other fair value estimates are possible.

#### Credit risk

Credit risk is the risk of a financial loss if a customer or counterparty to a financial instrument fails to meet its obligations under a contract. This risk primarily arises from the Company's receivables from customers.

The Company's exposure to credit risk is dependent upon the characteristics of each customer. Credit exposure in Canada is minimized as the Company's primary revenue sources are the respective gaming commissions of provincial governments. In its operations, the Company does not obtain collateral or other security to support financial instruments subject to credit risk but mitigates this risk by dealing only with what management believes to be financially sound counterparties and, accordingly, does not anticipate loss for non-performance. Each customer is assessed for credit worthiness and their financial well-being monitored on a continual basis.

The Company does not have credit insurance or other financial instruments to mitigate its credit risk as management has determined that the exposure is minimal due to the composition of its customer base.

The Company regularly reviews the collectability of its accounts receivable and accrued receivables and establishes an allowance account for credit losses based on its best estimate of any potentially uncollectible accounts receivables and accrued receivables. As at May 31, 2016, the balance of the allowance account for credit losses was \$nil (February 29, 2016 - \$nil).

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

#### 5. Financial instruments and risk exposures (continued)

Generally, payment terms for accounts receivable are 30 days. The Company has certain accounts receivable that have not been settled by the contractual date but are not considered to be impaired. The amounts at May 31, 2016 and February 29, 2016, by length of time past due, are:

	<b>May 31, 2016</b>	February 29, 2016
1 to 30 days past due	\$ 771,241	\$ 389,174
31 to 60 days past due	25,430	43,691
Greater than 60 days past due	29,596	8,391
Total	\$ 826,267	\$ 441,256

As at May 31, 2016, the Company had two customers owing more than \$50,000 that accounted for approximately 73% of all the trade accounts receivable owing (February 29, 2016 – one customer owing more than \$50,000; approximately 35% of all the trade accounts receivable). As at May 31, 2016, trade accounts receivable associated with customers that each individually exceeded 10% of the Company's sales, service and other revenue totalled 16% of trade accounts receivable (February 29, 2016 – 35%). In addition, the balance in accrued receivables relates primarily to one customer.

The Company may also have credit risk relating to cash, which it manages by dealing with large banks. The Company's objective is to minimize its exposure to credit risk in order to prevent losses on financial assets by placing its investments in highly liquid investments such as guaranteed investment funds. The Company's cash carrying value as at May 31, 2016, totalled \$1,755,648 (February 29, 2016 - \$183,009), accounts receivable totalled \$1,099,951 (February 29, 2016 - \$537,284), and accrued receivables totalled \$540,901 (February 29, 2016 - \$1,001,760), representing the maximum exposure to credit risk of these financial assets.

#### 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 has in place a planning and budgeting process which helps determine funds required to ensure the Company has the appropriate liquidity to meet its operating and growth objectives.

To manage this risk the Company maintains an operating line of credit which provides access to funds to meet short-term financing obligations.

# eQube Gaming Limited

## Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

### 5. Financial instruments and risk exposures (continued)

As at May 31, 2016, the Company had cash of \$1,755,648 (February 29, 2016 - \$183,009), accounts receivable of \$1,099,951 (February 29, 2016 - \$537,284), and current portion of accrued receivables of \$94,825 (February 29, 2016 - \$559,166) for a total of \$2,950,424 (February 29, 2016 - \$1,279,459). Current and on demand obligations from bank indebtedness, accounts payable and accrued liabilities, current income tax payable, interest bearing loans, and dividend paying preferred shares total \$3,580,387 (February 29, 2016 - \$5,585,089). The deficiency of current assets to cover the Company's short-term obligations will be funded through operations, by new debt financing and by managing accounts payable terms.

Demand loans are classified as current due to the demand feature associated with each of the loans. Each demand loan has scheduled repayment terms as described in Note 10.

The Company's contractual obligations at May 31, 2016 summarized by fiscal year are as follows:

	On demand	2017	2018	2019	2020	Thereafter	Total
Bank indebtedness	\$ 20,518	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 20,518
Current income tax payable	-	41,146	-	-	-	-	41,146
Accounts payable and accrued liabilities	-	802,120	66,879	325,275	-	-	1,194,274
Demand term loans	750,537	-	-	-	-	-	750,537
Shareholder loans	-	204,371	194,970	227,767	-	-	627,107
Other related loans	-	150,602	256,003	161,336	-	-	567,941
Other loans	-	1,446,176	2,022,102	1,428,055	-	-	4,896,332
Obligations under finance lease	-	10,840	13,606	20,795	7,630	2,634	55,505
Preferred shares	-	154,077	1,166,575	1,026,879	-	-	2,347,531
Total	\$ 771,055	\$ 2,809,332	\$ 3,720,135	\$ 3,190,106	\$ 7,630	\$ 2,634	\$ 10,500,893

# eQube Gaming Limited

## Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

### 5. Financial instruments and risk exposures (continued)

The Company's contractual obligations at February 29, 2016 summarized by fiscal year were as follows:

	On demand	2017	2018	2019	2020	Thereafter	Total
Bank indebtedness	\$ 164,574	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 164,574
Current income tax payable	-	41,146	-	-	-	-	41,146
Accounts payable and accrued liabilities	-	850,688	70,364	342,223	-	-	1,263,275
Demand term loans	825,538	-	-	-	-	-	825,538
Shareholder loans	-	105,525	395,238	-	-	-	500,763
Other related loans	-	1,626,640	1,051,731	274,271	-	-	2,952,642
Obligations under finance lease	-	14,071	14,071	21,498	7,892	2,724	60,256
Preferred shares	-	1,956,907	250,671	-	-	-	2,207,578
<b>Total</b>	<b>\$ 990,112</b>	<b>\$ 4,594,977</b>	<b>\$ 1,782,075</b>	<b>\$ 637,992</b>	<b>\$ 7,892</b>	<b>\$ 2,724</b>	<b>\$ 8,015,772</b>

The contractual obligations included in the tables above include interest and dividend payments where applicable.

At February 29, 2016 the Company was not in compliance with a lending covenant related to the Company's operating line of credit (Note 8) and demand term loans (Note 10).

#### Currency risk

Currency risk is the risk that the fair value of future cash flows of a financial instrument will fluctuate due to changes in foreign exchange rates.

The Company is exposed to currency risk as a result of certain costs being denominated in the United States dollars and Euros. The Company holds cash and accounts receivable and has liabilities in currencies other than the Canadian dollar. As a result, the Company is subject to gains and losses due to fluctuations in foreign currency exchange rates. The Company does not use derivative financial instruments to alter the risks associated with the foreign exchange fluctuations.

A 1% appreciation (depreciation) in the Canadian dollar price of United States dollars would result in gain (loss) of approximately \$1,000 for the three months ended May 31, 2016 (2015 - \$2,000). A 1% appreciation (depreciation) in the Canadian dollar price of Euros would result in gain (loss) of approximately \$1,000 (2015 - \$nil).

#### 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 Company's exposure to the risk of changes in market interest rates relates primarily to the Company's operating line of credit (bank indebtedness) and demand term loans which are subject to floating interest rates.

## **eQube Gaming Limited**

### **Notes to the Condensed Interim Consolidated Financial Statements**

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

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#### **5. Financial instruments and risk exposures (continued)**

The Company does not enter into any interest rate swaps to mitigate interest rate risk.

A 1% decrease (increase) in the bank's prime rate would result in a gain (loss) of approximately \$8,000 for the three months ended May 31, 2016 (2015 - \$15,000).

**eQube Gaming Limited**  
**Notes to the Condensed Interim Consolidated Financial Statements**

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

**6. Property and equipment**

	Gaming systems	Computer equipment	furniture and equipment	Test equipment	Automotive equipment	Leasehold improvements	Total
<b>Cost or deemed cost</b>							
Balance at February 28, 2015	\$ 8,853,129	\$ 267,111	\$ 113,443	\$ 421,670	\$ 25,299	\$ 50,999	\$ 9,731,651
Additions	1,713,475	17,701	27,161	37,647	36,007	2,235	1,834,226
Acquisitions through business combinations	72,723	5,702	2,913	-	-	-	81,338
Transfers	8,675	-	-	(8,675)	-	-	-
Disposals	(4,741)	-	-	-	-	-	(4,741)
Balance at February 29, 2016	10,643,261	290,514	143,517	450,642	61,306	53,234	11,642,474
Additions	15,057	543	5,445	-	-	-	21,045
<b>Balance at May 31, 2016</b>	<b>\$ 10,658,318</b>	<b>\$ 291,057</b>	<b>\$ 148,962</b>	<b>\$ 450,642</b>	<b>\$ 61,306</b>	<b>\$ 53,234</b>	<b>\$ 11,663,519</b>
<b>Depreciation and impairment losses</b>							
Balance at February 28, 2015	\$ 6,047,983	\$ 254,993	\$ 99,001	\$ 377,908	\$ 24,874	\$ 32,100	\$ 6,836,859
Depreciation	1,591,395	10,459	7,657	13,824	4,486	11,007	1,638,828
Balance at February 29, 2016	7,639,378	265,452	106,658	391,732	29,360	43,107	8,475,687
Depreciation	317,388	3,084	2,664	3,714	1,784	(744)	327,890
<b>Balance at May 31, 2016</b>	<b>\$ 7,956,766</b>	<b>\$ 268,536</b>	<b>\$ 109,322</b>	<b>\$ 395,446</b>	<b>\$ 31,144</b>	<b>\$ 42,363</b>	<b>\$ 8,803,577</b>
<b>Carrying amounts</b>							
At February 29, 2016	\$ 3,003,883	\$ 25,062	\$ 36,859	\$ 58,910	\$ 31,946	\$ 10,127	\$ 3,166,787
<b>At May 31, 2016</b>	<b>\$ 2,701,552</b>	<b>\$ 22,521</b>	<b>\$ 39,640</b>	<b>\$ 55,196</b>	<b>\$ 30,162</b>	<b>\$ 10,871</b>	<b>\$ 2,859,942</b>

As at May 31, 2016 the net carrying amount for gaming systems and automotive equipment under finance lease was \$54,613 (February 29, 2016: \$56,397).

As at May 31, 2016, gaming systems which were not yet available for use had a carrying value of \$434,859 (February 29, 2016: \$434,859).



## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

#### 7. Intangible assets

	Computer software	Deferred development costs	Gaming intellectual property	Total
<b>Cost</b>				
Balance at February 28, 2015	\$ 93,541	\$ 587,106	\$ -	\$ 680,647
Additions	-	177,382	68,593	245,975
Acquisitions through business combinations	-	-	68,878	68,878
Derecognition of fully amortized intangible assets	(62,580)	-	-	(62,580)
Balance at February 29, 2016	30,961	764,488	137,471	932,920
Additions	9,745	15,870	- 580	25,035
<b>Balance at May 31, 2016</b>	<b>\$ 40,706</b>	<b>\$ 780,358</b>	<b>\$ 136,891</b>	<b>\$ 957,955</b>
<b>Amortization</b>				
Balance at February 28, 2015	\$ 75,178	\$ 281,991	\$ -	357,169
Amortization	8,989	137,217	29,276	175,482
Derecognition of fully amortized intangible assets	(62,504)	-	-	(62,504)
Balance at February 29, 2016	21,663	419,208	29,276	470,147
Amortization	1,425	21,837	7,154	30,416
<b>Balance at May 31, 2016</b>	<b>\$ 23,088</b>	<b>\$ 441,045</b>	<b>\$ 36,430</b>	<b>\$ 500,563</b>
<b>Carrying amounts</b>				
At February 29, 2016	\$ 9,298	\$ 345,280	\$ 108,195	\$ 462,773
<b>At May 31, 2016</b>	<b>\$ 17,618</b>	<b>\$ 339,313</b>	<b>\$ 100,461</b>	<b>\$ 457,392</b>

During the three months ended May 31, 2016, the Company incurred \$nil (February 29, 2016 - \$nil) in research costs.

#### 8. Bank indebtedness

The Company has a credit facility arrangement that provides an operating line of credit of \$250,000 at May 31, 2016 (February 29, 2016 - \$250,000). The operating line bears interest at the bank's prime rate plus 4.00% which totalled 6.70% at May 31, 2016 (February 29, 2016 – prime plus 4.00%, totaling 6.70%). The operating line is secured by a general security agreement over the assets of the Company. There was \$20,518 drawn on the operating line at May 31, 2016 (February 29, 2016 - \$164,574).

Under the Company's credit facilities for the operating line of credit and demand term loans (Note 10), the annual debt service coverage ratio must not be less than 1.25 to 1. At February 29, 2016 the Company was not in compliance with this covenant.

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

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(Unaudited)

#### 9. Accounts payable and accrued liabilities

	May 31, 2016	February 29, 2016
Trade payables	\$ 313,804	\$ 468,945
Accrued liabilities	800,422	710,143
	\$ 1,114,226	\$ 1,179,088
Less current portion:		
Trade payables	\$ 313,804	\$ 468,945
Accrued liabilities	432,750	323,287
	\$ 746,554	\$ 792,232
Long-term portion:		
Trade payables	\$ -	\$ -
Accrued liabilities	367,672	386,856
	\$ 367,672	\$ 386,856

On June 1, 2015 the Company entered into a financial arrangement with a supplier of gaming systems. The liability is classified under accrued liabilities. The arrangement has no term or fixed repayment amount and bears an annual interest rate of 8%. The monthly repayments are based on the higher of 1% of the outstanding balance or a percentage of revenue collected from the operation of the gaming systems. The amount included in accrued liabilities as at May 31, 2016 is \$414,801 (February 29, 2016 - \$436,442).

#### 10. Demand term loans

The Company has the following demand term loans:

- a) Demand term loan in the amount of \$450,000 (February 29, 2016 - \$450,000). At May 31, 2016, \$450,000 was drawn on the loan (February 29, 2016 - \$450,000). The demand term loan bears interest at the bank's prime rate plus 5.0% which totalled 7.70% at May 31, 2016 (February 29, 2016 – prime plus 5.0% which totalled 7.70%). Interest is payable monthly and principal is repayable in a final annual payment of \$450,000 on July 1, 2016. The loan is secured by an assignment of proceeds under a specific customer contract and a general security agreement over all present and after acquired real property of the Company.

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

#### 10. Demand term loans (continued)

- b) Demand term loan in the amount of \$900,000 (February 29, 2016 - \$900,000). The amount drawn on the loan at May 31, 2016 was \$300,537 (February 29, 2016 - \$375,538). The demand term loan bears interest at the bank's prime rate plus 5.0% which totalled 7.70% at May 31, 2016 (February 29, 2016 – prime plus 5.0% which totalled 7.70%). The demand term loan required interest only payments until June 30, 2014. Beginning July 1, 2014, principal payments of \$25,000 plus interest are payable monthly until June 2017 or until the loan is repaid, whichever is sooner. The loan is guaranteed by Export Development Canada and secured by a general security agreement over all present and after acquired real property of the Company.

	<b>May 31, 2016</b>	February 29, 2016
Demand term loans	\$ 750,537	\$ 825,538
Less debt issuance costs, net of accumulated amortization of \$18,000 (February 29, 2016 - \$16,714)	-	(1,286)
	<b>\$ 750,537</b>	<b>\$ 824,252</b>

The demand loans are classified as current due to the demand feature associated with each of the loans. Each loan has scheduled repayment terms as described above.

During the three months ended May 31, 2016 interest expense of \$15,950 (2015 - \$39,916) was recorded and is included in finance costs (Note 21).

Under the Company's credit facilities for the operating line of credit (Note 8) and demand term loans, the annual debt service coverage ratio must not be less than 1.25 to 1. At February 29, 2016 the Company was not in compliance with this covenant.

# eQube Gaming Limited

## Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

### 11. Related party transactions

#### a) Shareholder loans and other related loans

	May 31, 2016	February 29, 2016
<b>Shareholder loans</b>		
Loan, bearing interest at 18% to April 30, 2013 then 10% thereafter, monthly interest only payments of \$1,318 until March 1, 2017 (February 29, 2016 – monthly payments of \$1,318 beginning November 28, 2014, maturing May 28, 2016).	\$ 158,101	\$ 158,101
Loans, bearing interest at 10%, monthly interest only payments of \$1,411 until March 1, 2018 (February 29, 2016 - monthly payments of \$1,411, maturing on November 28, 2016), convertible at lender's option into ordinary shares at \$0.75/share. The conversion option has been valued at \$nil (February 29, 2016- \$nil).	169,371	169,371
Loan, bearing interest at 10%, monthly interest only payments of \$565 until March 1, 2018 (February 29, 2016 - monthly payments of \$565 beginning November 28, 2014, maturing on November 28, 2015).	67,767	67,767
Loan, bearing interest at 10%, monthly interest only payments of \$500 and the borrower has the option to settle principal amount at any time.	60,000	60,000
Loan, bearing interest at 10% until March 1, 2018, monthly interest only payments of \$833 and principal due upon demand from the lender.	100,000	-
<b>Other related loans</b>		
Loan, bearing interest at 9.5%, monthly payments of \$64,066 beginning November 1, 2014, maturing on October 28, 2017.	-	1,235,010
Loan, bearing interest at 9.5%, monthly payments of \$29,866 beginning June 21, 2014, maturing on May 21, 2017.	-	447,171
Loan, bearing interest at 10%, monthly payments of \$16,134 beginning October 17, 2015, maturing on September 17, 2018.	-	451,531
Loan, bearing interest at 10%, monthly payments of \$16,134 beginning December 31, 2015, maturing on January 1, 2019.	439,160	488,035
Loan, bearing interest at 12%, monthly interest only payments of \$600 beginning December 7, 2015, maturing on June 6, 2017.	60,000	60,000
	<b>\$ 1,054,399</b>	<b>\$ 3,136,986</b>
<b>Less current portion:</b>		
Shareholder loans	\$ 158,101	\$ 60,000
Other related loans	\$ 156,742	\$ 1,433,312
<b>Long-term portion:</b>		
Shareholder loans	\$ 397,138	\$ 395,239
Other related loans	\$ 342,418	\$ 1,248,435

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

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#### 11. Related party transactions (continued)

All loans are secured by a second fixed charge over all present and after-acquired property of the Company. This security is secondary to the bank security (Note 10).

The shareholder and other related loans contain demand features. Certain lenders have waived the demand provisions for not less than 365 days after May 31, 2016.

On November 27, 2015, the Company entered into a financing arrangement for a demand term loan in the amount of \$60,000 from an entity owned and controlled by the CEO of the Company. The loan bears interest at 10% per annum with the principal amount due at the option of the borrower.

On December 7, 2015, the Company entered into a financing arrangement for a demand term loan in the amount of \$60,000 from an entity controlled by the CEO of the Company. The loan has an eighteen-month term. The loan bears interest at 12% per annum with the principal amount due upon demand at the end of the loan term.

On March 1, 2016, the Company entered into a financing arrangement for a demand term loan in the amount of \$100,000 from an entity owned and controlled by the CEO of the Company. The loan bears interest at 10% per annum with the principal amount due upon demand by the lender.

On March 31, 2014, the Company entered into a financing arrangement for a demand term loan in the amount of \$3,000,000 from an entity controlled by a director of the Company. Each draw under the agreement has a three-year term. The amount drawn on the loan at May 31, 2016 was \$nil (February 29, 2016 - \$1,682,181) and is included in "other related loans". The proceeds of this loan were used in the year ended February 28, 2015 to repay the remaining balance of a \$1,000,000 demand term loan, repay certain existing shareholders and other related loans, and to purchase equipment for customer deployment. The loan bears interest at 9.5%. Interest and principal were payable monthly beginning June 21, 2014. The loan was fully repaid and terminated on May 2, 2016.

On September 17, 2015, the Company entered into a financing arrangement for a demand term loan in the amount of \$500,000 from an entity controlled by a director of the Company. Each draw under the agreement has a three-year term. The amount drawn on the loan at February 29, 2016 was \$nil (February 29, 2016 - \$451,531) and is included in "other related loans". The proceeds of this loan were used to purchase equipment for customer deployment. The loan is secured by a first charge over the purchased equipment. The loan was fully repaid and terminated on May 2, 2016.

On December 10, 2015, the Company entered into a financing arrangement for a demand term loan in the amount of \$500,000 from an entity controlled by a director of the Company. Each draw under the agreement has a three year term. The loan bears interest at 10% per annum with monthly payments of \$16,134. The amount drawn on the loan at May 31, 2016 was \$439,160 (February 29, 2016 - \$488,035) and is included in "other related loans". The proceeds of this loan were used to purchase equipment for customer deployment. The loan is secured by a first charge over the purchased equipment.

During the three months ended May 31, 2016, interest expense on shareholder and other related loans of \$43,664 (2015 - \$68,385) was recorded as expense and is included in finance costs (Note 21).

# eQube Gaming Limited

## Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

### 11. Related party transactions (continued)

#### b) Key management compensation

Compensation of key management personnel including the Company's executive management, Board of Directors, and board advisors are as follows:

	<b>Three months ended May 31,</b>	
	<b>2016</b>	<b>2015</b>
Short-term employee benefits	\$ 154,741	\$ 96,114
Share-based payments	282	904
	<b>\$ 155,023</b>	<b>\$ 97,018</b>

The amounts disclosed in the table are the amounts recognized as an expense during the reporting period related to key management personnel and are included in compensation and benefits expense. Short-term employee benefits consist of wages and salaries paid or payable to employees, accrued vacation, and other benefits paid or payable within 12 months.

#### c) Other related party transactions

As at May 31, 2016 accrued receivables includes \$48,120 (February 29, 2016 - \$49,772) due from an entity controlled by an officer of the Company.

**eQube Gaming Limited**  
**Notes to the Condensed Interim Consolidated Financial Statements**

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

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**12. Other loans**

	<b>May 31, 2016</b>	February 29, 2016
Other Loans		
Loan, bearing interest at 10%, monthly payments of \$142,924 beginning May 1, 2016 and maturing December 1, 2018.	<b>4,000,000</b>	-
Loan, bearing interest at 12% to June 30, 2016 then 7% thereafter, monthly interest only payments of \$2,958.90 until June 30, 2016 then Interest only payments of \$1,784 beginning March 31, 2016 and maturing June 30, 2017.	<b>300,000</b>	-
	<b>\$ 4,300,000</b>	\$ -
Less current portion:		
Other Loans	<b>\$ 1,377,064</b>	\$ -
Long-term portion:		
Other Debt	<b>\$ 2,922,936</b>	\$ -

On March 21, 2016, the Company entered into a financing arrangement for a demand term loan in the amount of \$300,000. The loan has a fifteen month term. The loan bears interest at 12% per annum from the effective date until June 30, 2016 and 7% for the remainder of the term, with the principal amount due in full at the end of the loan term.

On May 2, 2016, the Company entered into a financing agreement for a secured loan in the amount of \$4,000,000. The loan has a thirty-two month term and bears interest at 10% per annum with monthly payments of \$142,924. \$1,947,000 of these funds were used to payout demand loans due to a company controlled by a director of the Company.

**13. Finance lease obligations**

The Company has finance leasing arrangements related to gaming systems and automotive equipment. As at February 29, 2016 the net carrying amount for the gaming systems and automotive equipment under a finance lease was \$54,613 (February 29, 2016: \$56,397).

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

#### 13. Finance lease obligations (continued)

The finance lease repayments are due as follows:

	<b>Future minimum lease payments</b>	<b>Future finance costs</b>	<b>Present value of minimum lease payments</b>
<b>May 31, 2016</b>			
Less than one year	\$ 13,116	\$ 2,079	\$ 11,037
Between one and five years	42,485	3,625	38,860
	<b>\$ 55,601</b>	<b>\$ 5,704</b>	<b>\$ 49,897</b>

#### 14. Preferred shares

	<b>May 31, 2016</b>	February 29, 2016
Current portion	\$ 1,050,000	\$ 1,810,000
Long-term portion	1,010,000	250,000
	<b>\$ 2,060,000</b>	<b>\$ 2,060,000</b>

The Company declared and paid dividends of \$51,923 for the three months ended May 31, 2016 (2015 - \$51,923), which are included in finance costs (Note 21).

As at May 31, 2016 \$1,050,000 (February 29, 2016 - \$1,810,000) were retractable within the next twelve months. During the three months ended May 31, 2016, holders of \$1,010,000 of preferred shares agreed to not redeem their preferred shares prior to April 30, 2018.



**eQube Gaming Limited**  
**Notes to the Condensed Interim Consolidated Financial Statements**

For the three months ended May 31, 2016  
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**15. Share capital**

*Ordinary Shares*

The Company has authorized unlimited ordinary voting shares without par value.

<b>Ordinary Shares of the Company</b>	<b>Number</b>	<b>Share Capital</b>
Balance at February 28, 2015	29,662,727	\$ 8,082,700
Exercise of stock options	558,000	52,341
<b>Balance at May 31, 2016 and February 29, 2016</b>	<b>30,220,727</b>	<b>\$ 8,135,041</b>

As at May 31, 2016, 5,811,539 (February 29, 2016 – 7,748,718) of the issued shares were held in escrow. 1,937,179 of these shares will be released from escrow on November 4, 2016 and every six months thereafter.

**16. Warrants**

	<b>Number</b>	<b>Warrants</b>
Balance at February 28, 2015	6,372,945	212,179
Expiration of Consideration Warrants	(5,932,545)	(148,313)
<b>Balance at May 31, 2016 and February 29, 2016</b>	<b>440,400</b>	<b>\$ 63,866</b>

*Broker Warrants*

Subsequent to May 31, 2016, 22,800 broker warrants with an exercise price of \$0.50 expired on June 13, 2016.

*Consideration Warrants*

Pursuant to the Catalyst Agreement, at the closing of the Amalgamation, the Company delivered warrants (“Consideration Warrants”) to purchase Ordinary Shares to Catalyst. Under the terms of the agreement Catalyst will identify strategic growth opportunities for the Company. The exercise of the Consideration Warrants is conditional, among other things, on if such opportunities are approved by the Company’s Board of Directors and the opportunity results in certain benchmark achievements (“Benchmark Success”, as that term is defined in the Catalyst Agreement). If Benchmark Success has been achieved, then Catalyst will be deemed to have exercised the Consideration Warrants and the Company shall issue and deliver Ordinary Shares that on payout equal to 20% of the then-enlarged capital of the Company, up to a maximum of 54,000,000 Ordinary Shares.

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

#### 16. Warrants (continued)

As at February 29, 2016 management concluded that Benchmark Success would not occur before the agreement expiry date of April 30, 2016. Therefore, the warrants were cancelled effective February 29, 2016.

The total cost of the Consideration Warrants recognized during the three months ended May 31, 2016 of \$nil (May 31, 2015 –\$116,118) was recorded as general and administrative expense and an increase to warrants (a component of equity).

#### 17. Non-controlling interest

Alberta Satellite Bingo Limited Partners (“Alberta Satellite Bingo”) is 0.25% owned by the Company and the remaining 99.75% is owned by various charitable organizations. The Company has control over Alberta Satellite Bingo due to significant decision making powers and exposure to variable returns that differ from other investors. The non-controlling interests for the other investors’ share of Alberta Satellite Bingo’s net operations for the period has been recorded.

	Alberta Satellite Bingo LP	Intra-Group Eliminations	Total
NCI Percentage	99.75%		
Current assets	\$ 151,889	\$ -	\$ 151,889
Non-current assets	53,253	-	53,253
Current liabilities	(25,804)	-	(25,804)
Net assets	\$ 179,338	\$ -	\$ 179,338
<b>Carrying amount of NCI</b>	<b>\$ 178,889</b>	<b>\$ -</b>	<b>\$ 178,889</b>
Revenue	\$ 193,317	\$ -	\$ 193,317
Net loss and comprehensive loss	(15,756)	-	(15,756)
<b>Net loss allocated to NCI</b>	<b>\$ (15,717)</b>	<b>\$ -</b>	<b>\$ (15,717)</b>
Net cash flows used in operating activities	\$ (12,353)	\$ -	\$ (12,353)
Net decrease in cash and cash equivalents	\$ (12,353)	\$ -	\$ (12,353)

**eQube Gaming Limited**  
**Notes to the Condensed Interim Consolidated Financial Statements**

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**18. Share-based compensation**

Stock options outstanding are as follows:

Stock options outstanding	Number of options	Weighted average exercise price	Weighted average measurement date fair value
Balance at February 28, 2015	2,856,291	\$ 0.41	\$ 0.113
Granted	75,000	0.50	0.030
Exercised	(558,000)	0.09	0.007
Expired	(123,291)	0.17	0.071
Forfeited	(250,000)	0.50	0.169
Balance at February 29, 2016	2,000,000	\$ 0.50	\$ 0.135
Forfeited	(120,000)	0.50	0.109
<b>Balance at May 31, 2016</b>	<b>1,880,000</b>	<b>\$ 0.50</b>	<b>\$ 0.136</b>
Options exercisable at February 29, 2016	1,950,000	\$ 0.50	\$ 0.137
<b>Options exercisable at May 31, 2016</b>	<b>1,830,000</b>	<b>\$ 0.50</b>	<b>\$ 0.139</b>

The Options outstanding as at May 31, 2016 have an exercise price of \$0.50 and a weighted average remaining contractual life of 5.74 years (February 29, 2016 – exercise price of \$0.50 and weighted average remaining contractual life of 5.74 years).

The total share-based compensation recognized during the three months ended May 31, 2016, including options previously granted that vested during the period, of \$282 (2015 - \$1,417) was recorded as an expense and an increase to contributed surplus.

**19. Segment information**

For the three months ended May 31, 2016, the Company has identified three operating segments: eBingo, Linked Games and Hall Operations. In identifying these operating segments, management generally assesses results of these three service lines. Each of these operating segments are managed separately as each requires different resource allocations and performance assessment. For comparative purposes, the 2015 segmented information was adjusted to conform to the new basis of presentation.

All inter – segment transactions are carried out at arm’s length prices based on prices charged to unrelated customers in standalone sales of identical goods or services. For management purposes, the Company uses the same measurement policies as those used in its consolidated financial statements.

# eQube Gaming Limited

## Notes to the Condensed Interim Consolidated Financial Statements

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### 19. Segment information (continued)

Segmented results for the three months ended May 31, 2016 were as follows:

	eBingo	Linked Games	Hall Operations	Total
Sales, service and other revenue	\$ 1,201,442	\$ 224,056	\$ 240,968	\$ 1,666,466
Expenses				
Direct costs	339,462	118,031	70,615	528,108
General and administrative expenses	1,054,692	76,812	140,862	1,272,366
Impairment of supplies and components	1,605	-	-	1,605
(Loss) Gain before other expenses (income)	(194,317)	29,213	29,491	(135,613)
Finance income	(4,149)	(167)	-	(4,316)
Finance costs	153,957	(114)	-	153,843
Depreciation and amortization	342,079	13,211	-	355,290
Foreign exchange (gain) loss	(3,477)	(9)	(3,455)	(6,941)
(Loss) gain before income taxes	(682,727)	16,292	32,946	(633,489)
Income tax recovery	(1,768)	(2,539)	-	(4,307)
Net (loss) earnings and comprehensive (loss) earnings	\$ (680,959)	\$ 18,831	\$ 32,946	\$ (629,182)
Non-current assets	\$ 3,161,877	\$ 156,037	\$ -	\$ 3,317,914

**eQube Gaming Limited**  
**Notes to the Condensed Interim Consolidated Financial Statements**

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**19. Segment information (continued)**

Segmented results for the three months ended May 31, 2015 were as follows:

	eBingo	Linked Games	Hall Operations	Total
Sales, service and other revenue	\$ 1,109,185	\$ -	\$ -	\$ 1,109,185
Expenses				
Direct costs	385,397	-	-	385,397
General and administrative expenses	1,064,241	-	-	1,064,241
Impairment of supplies and components	19,034	-	-	19,034
Loss before other expenses (income)	<b>(359,487)</b>	-	-	<b>(359,487)</b>
Finance income	(4,612)	-	-	(4,612)
Finance costs	163,904	-	-	163,904
Depreciation and amortization	413,112	-	-	413,112
Foreign exchange gain	(6,913)	-	-	(6,913)
Loss before income taxes	<b>(924,978)</b>	-	-	<b>(924,978)</b>
Income tax expense	-	-	-	-
Net loss and comprehensive loss	<b>\$ (924,978)</b>	<b>\$ -</b>	<b>\$ -</b>	<b>\$ (924,978)</b>
Non-current assets	<b>\$ 3,129,574</b>	<b>\$ -</b>	<b>\$ -</b>	<b>\$ 3,129,574</b>

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

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#### 19. Segment information (continued)

The Company, together with its subsidiaries, is engaged in the design, development, distribution, licensing and sale of technology-based electronic bingo and social gaming solutions for regulated gaming markets in Canada, the United States and Ireland. Similar products and services are generally provided to external customers across all jurisdictions. The Company entered into the bingo hall operations in Ireland during the year ended February 29, 2016. The Company's revenues from external customers and its non-current assets (other than financial instruments and deferred tax assets) are divided into the following geographical areas:

	Sales, service and other revenue		Non-current assets	
	Three months ended May 31,		May 31,	February 29,
	2016	2015	2016	2016
Canada	\$ 735,855	\$ 528,071	\$ 1,284,506	\$ 1,401,369
United States	496,117	407,857	690,545	802,313
Ireland and other	434,494	173,257	1,342,283	1,425,878
	\$ 1,666,466	\$ 1,109,185	\$ 3,317,334	\$ 3,629,560

Revenues from external customers in the Company's major markets (Canada, the United States and Ireland) have been identified on the basis of the customer's geographical location. Non-current assets are allocated based on their physical location.

For the three months ended May 31, 2016, \$460,463 or 27.63% (2015 - \$577,736 or 52.09%) of the Company's revenues depended on one customer that individually exceeded 10% of the Company's sales, service and other revenue.

An analysis of the Company's sales, service and other revenue for each major category is as follows:

	Three months ended May 31,	
	2016	2015
Hardware and software rentals	\$ 772,983	\$ 697,319
Game revenue	465,024	-
Customer support and other services	427,311	378,729
Hardware and software sales	1,148	33,137
	\$ 1,666,466	\$ 1,109,185

# eQube Gaming Limited

## Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

### 20. General and administrative expenses

	Three months ended May 31,	
	2016	2015
Compensation and benefits	\$ 556,580	\$ 524,436
Professional fees	239,193	152,724
Rent	138,816	47,026
Advertising and promotion	127,646	93,178
Office and other	112,848	72,373
Business taxes, insurance and licenses	97,283	58,386
Consideration Warrants (Note 16)	-	116,118
	<b>\$ 1,272,366</b>	<b>\$ 1,064,241</b>

### 21. Finance income and costs

	Three months ended May 31,	
	2016	2015
Finance income		
Interest income	\$ (4,316)	\$ (4,612)
Finance costs		
Interest on short-term debt and accounts payable	-	2,394
Interest on finance leases	684	-
Interest on demand term loans	15,950	39,916
Interest on shareholder and other related loans	43,664	68,385
Interest on other loans	40,336	-
Dividends on preferred shares	51,923	51,923
Amortization of finance fees	1,286	1,286
	<b>\$ 153,843</b>	<b>\$ 163,904</b>

## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

#### 22. Contingencies

A breach of contract lawsuit was filed against the Company in December 2012. The matter is currently in the legal examination phase. Management believes it is possible, but not probable that the claim will be successful and no provision relating to the claim has been recorded in these financial statements.

A wrongful dismissal lawsuit was filed against the Company during the year ended February 29, 2012. The matter is currently in the legal examination phase. Management believes the matter was appropriately settled upon the employee's termination, but will defend against the claim should it continue. Management believes it is possible, but not probable that the claim will be successful and no provision relating to the claim has been recorded in these financial statements.

#### 23. Supplemental cash flow information

	Three months ended May 31,	
	2016	2015
Change in non-cash operating working capital:		
Accounts receivable	\$ (102,667)	\$ (96,337)
Accrued receivables	4,340	-
Supplies and components	31,525	(3,277)
Prepaid expenses and deposits	(11,246)	200,022
Accounts payable and accrued liabilities	(64,862)	213,202
Deferred revenue	38,325	-
	\$ (104,585)	\$ 313,610

For the purpose of the statement of cash flows, cash and cash equivalents is comprised of the following:

	May 31,	February 29,	May 31,
	2016	2016	2015
Cash	\$ 1,755,648	\$ 183,009	\$ 1,545,659
Bank indebtedness	(20,518)	(164,574)	(192,215)
	\$ 1,735,130	\$ 18,435	\$ 1,353,444



## eQube Gaming Limited

### Notes to the Condensed Interim Consolidated Financial Statements

For the three months ended May 31, 2016

(Expressed in Canadian dollars)

(Unaudited)

#### 24. Loss per share

	Three months ended May 31,	
	2016	2015
Net loss attributable to owners of the Company	\$ (613,465)	\$ (924,978)
Basic weighted average		
number of ordinary shares	30,220,727	30,034,727
Diluted weighted average		
number of ordinary shares	30,220,727	30,034,727
Basic loss per share	\$ (0.02)	\$ (0.03)
Diluted loss per share	\$ (0.02)	\$ (0.03)

For the three months ended May 31, 2016 and May 31, 2015, the diluted loss per share was the same as the basic loss per share as the inclusion of stock options and warrants would have been anti-dilutive. Accordingly, the diluted loss per share for the period was calculated using the basic weighted average number of common shares outstanding.

#### 25. Post reporting events

The following events occurred subsequent to May 31, 2016:

##### *Demand term loan*

On July 1, 2016, the demand term loan of \$450,000 was repaid in full in accordance with the loan agreement.

##### *Broker Warrants*

On June 13, 2016, 22,800 broker warrants with an exercise price of \$0.50 expired.