

IT'S ON.

A PREMIER STREAMING TECHNOLOGY & ENTERTAINMENT COMPANY

INVESTOR PRESENTATION

Cineverse (Nasdaq: CNVS) August 2023

Forward Looking Statements

Investors are cautioned that certain statements contained in this document, as well as some statements in press releases and some oral statements of Cineverse officials during presentations about Cineverse, along with Cineverse's filings with the Securities and Exchange Commission, including Cineverse's current reports on Form 8-K, quarterly reports on Form 10-Q and annual reports on Form 10-K, are "forward-looking" statements within the meaning of the Private Securities Litigation Reform Act of 1995 (the "Act").

Forward-looking statements include statements that are predictive in nature, which depend upon or refer to future events or conditions, which include words such as "expects," "anticipates," "intends," "plans," "could," "might," "believes," "seeks," "estimates" or similar expressions. In addition, any statements concerning future financial performance (including future revenues, earnings or growth rates), ongoing business strategies or prospects, and possible future actions, which may be provided by Cineverse's management, are also forward-looking statements as defined by the Act.

Forward-looking statements are based on current expectations and projections about future events and are subject to various risks, uncertainties and assumptions about Cineverse, its technology, economic and market factors and the industries in which Cineverse does business, among other things. These statements are not guarantees of future performance and Cineverse undertakes no specific obligation or intention to update these statements after the date of this presentation.



Cineverse

is a global streaming technology and entertainment company with one of the world's largest portfolios of streaming channels and content libraries—all powered by its advanced, proprietary streaming technology solutions rooted in AI and machine learning.

Leveraging Matchpoint, our next-generation, best-in-class streaming technology

- Self-developed content distribution and the only comprehensive streaming technology solution available today, a significant cost advantage
- SaaS opportunity by licensing to third parties

60,000+ titles and 24 enthusiast brands—and growing

- Focused on finished content to mitigate risks associated with content development
- A 360-degree marketing/distribution strategy to maximize viewership

A diverse business model with multiple revenue streams

- Covers all streaming business models TVOD, SVOD, AVOD and FAST
- Generates advertising and subscription revenues from podcast and streaming, earns distribution fees from owned content streamed on other distribution platforms

Cineverse At-A-Glance*			
Ticker	NASDAQ: CNVS		
Headquarters	Los Angeles		
Common Shares Outstanding (as of 8/7/2023)	12.3 million		
Book Value Per Common Share	\$3.80		
TTM Revenues	\$67.4 million		

*Information as of 6/30/2023 unless otherwise noted.



Investment Highlights

Technology & content-first approach to drive growth

P R O P R I E T A R Y T E C H N O L O G Y

Matchpoint - fully owned streaming, distribution and business intelligence platform with best-in-class capabilities that rival largest players in the industry

Scale provides a competitive advantage to dramatically reduce cost structure for acquired properties

75 FTE engineering team focused on next-generation capabilities and features

ORGANIC GROWTH LEVERS

Diverse business model with multiple revenue streams

Focused on high-return, low-cost initiatives using existing assets—requiring minimal CAPEX

Continue to capture synergies from eight M&A transactions

Expanded direct advertising sales capability to take advantage of massive content library

CONTENT

Extensive portfolio of 24 streaming services available under every business model

One of the largest streaming libraries in the world, with 60,000+ titles under license

360-degree marketing approach leverages company assets/ capabilities, a low cost yet effective way to monetize content maximizing ROI

FINANCIAL PERFORMANCE/METRICS

Rapidly growing unit KPIs outperforming the broader market

Aggressive cost-cutting initiatives, including BPO strategy with launch of Cineverse Services India, with goal of achieving sustainable profitability and improved margins by end of FY 2024

Strong balance sheet with minimal debt

FY 2024 guidance: total revenue of \$62.0M-\$70.0M, gross margin of 45%-50% and Adjusted EBITDA of \$2.0M-\$4.0M



Cineverse: Innovation is in our DNA

For 20+ years, Cineverse has pushed the boundaries at the intersection of technology and entertainment.





In Case You Missed It...

Recent developments

Content and technology partnership with TCL, global TV and mobile device manufacturer



Cineverse selected to provide content services for new TCL televisions in North America, will also serve as a key demand partner with TCL by providing programmatic ad and direct ad sales expertise for the breadth of content provided by the Company. Secures IP: Terrifier 3 and Classic Sid & Marty Krofft Library



Wide theatrical release of Terrifier 3 anticipated for fall 2024 followed by exclusive streaming debut on SCREAMBOX.

Marks the first time the iconic Sid & Marty Krofft live-action shows of the 70s & 80s will be available on digital broadcast. Expanded partnership with Amagi, global leader in cloud-based SaaS technology for broadcast and connected TV



Amagi will provide its portfolio of hundreds of FAST channels to the flagship Cineverse streaming service as well as add Cineverse's portfolio of streaming channels to the Amagi CONNECT marketplace. Launch of MatchpointAi Tools



The only complete OTT technology solution, exclusively on Matchpoint.

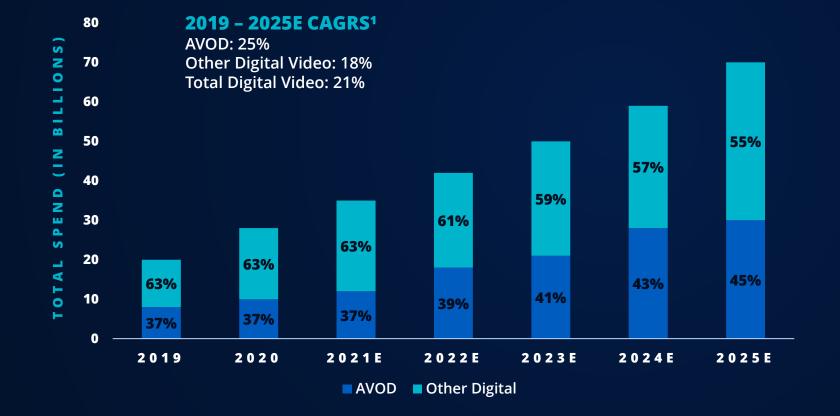
All the world-class tools and services you need to launch and grow your streaming service for less (compliance, scheduling, one-click delivery, Ai dubbing, QC, viewer experience, analytics & more).



THE STREAMING OPPORTUNITY



Ad Spending is Shifting From Cable to Streaming



Ad-supported is the fastest growing segment within U.S. digital advertising spend

Industry is seeing pivotal shift in ad budgets from broadcast TV to streaming

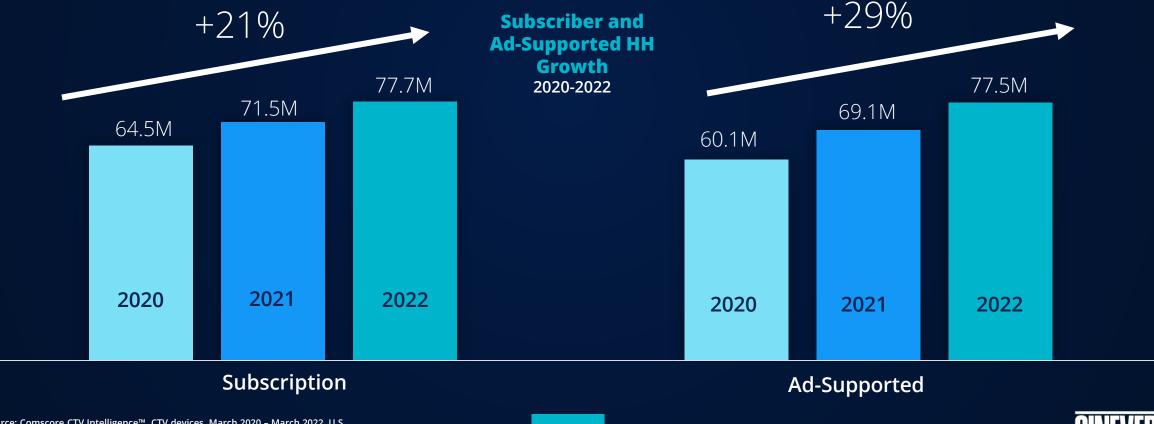
Key ad supported growth drivers





Ad-Supported Streaming Growth Outpacing Subscriptions

Driven by rise of fast linear adoption, as well as consumer desire for cost-effective streaming

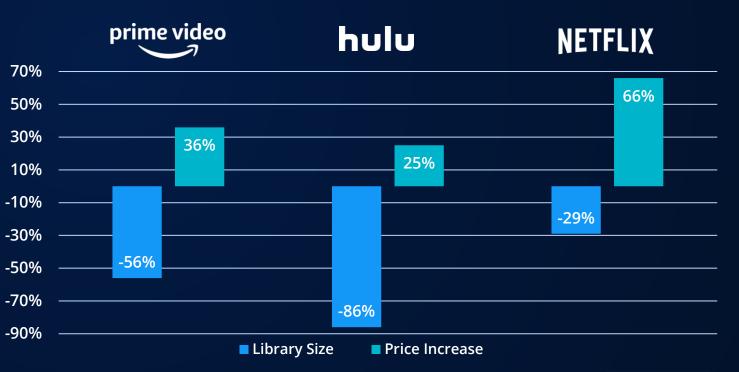


Major Streamers Are Slashing Libraries & Raising Prices

Despite consumer preferences for more options at cheaper prices

- Major streamers have practiced "shrinkflation" by slashing streaming offerings by tens of thousands of titles while raising prices 2-4x the rate of inflation
- Partially driven by consolidation and vertical integration – focus on promoting owned libraries and original programming
- This could eventually leave more than 825,000 films and shows out of the streaming ecosystem
- The current top 6 streamers offer just 3% of total available films and tv made since 1950 worldwide
- No current company has stepped up to fill the market gap for streaming of "everything else" the way that Spotify has for music or Amazon has for eBooks

Library Size Declines vs. Price Increases of Major Streamers 2018 - 2022



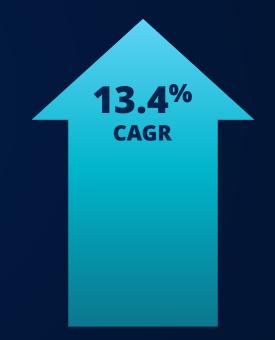


Cineverse is Well-Positioned in the Large, Growing Streaming Market¹

MARKET SIZE 2022



PROJECTED MARKET GROWTH 2020 - 2025



1. Source: PwC, Mirae Asset Securities; includes management estimates of enthusiast market of 5%. 2. Cineverse's Content and Entertainment Revenue for Fiscal Year 2023 ended March 31, 2023.



THE CINEVERSE BUSINESS MODEL



Cineverse Business Model: Three Key Revenue Streams

Diversified revenue approach reaches wide base of consumers



*These figures exclude the legacy Cinema Equipment business.



A Diverse Portfolio of Enthusiast Channels

Widely available on most major streaming and CTV platforms across revenue models— AVOD, SVOD, TVOD and FAST. Complementary, not competitive, with major streamers.



Plus thousands of on-demand movies and shows.



Introducing Cineverse

With global reach to drive engagement

- New enthusiast streaming service that will showcase the best of Cineverse's films, series, channel brands, technology and social reach
- Super-serving audiences across multiple points of monetization (FAST, AVOD and SVOD)
- Focusing on passionate curation, leveraging Matchpoint technology to provide next generation content recommendations based on real-time feedback from the viewer

Global reach – Cineverse's newly formed engineering and R&D hub in India to develop new streaming technologies and services for booming Indian and South Asian markets





Cineverse Has Achieved Scale

With considerable momentum across key metrics

Total ad-supported streaming audience averaged ~72 million monthly viewers in Q4 FY 2023¹





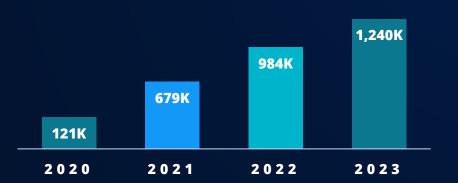
Annual KPI Results

Four-year view: fiscal years 2020 to 2023

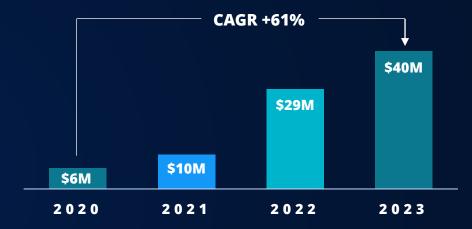
Monthly Streaming Viewers¹



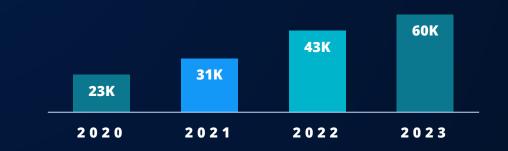
Total SVOD Subscribers



Streaming & Digital Revenues









1. Metric includes web, mobile, social media and connected TV as of Q4 FY23





TECHNOLOGY INNOVATION / AI – Expanding capabilities for direct-to-consumer apps and services, leveraging AI and Machine Learning to bring a next-generation partner and user experience.

MATCHPOINT SAAS & PUBLISHER DEVELOPMENT -

First in the OTT space to package and sell our novel technology as a B2B SaaS product and partnership opportunity—uniquely positioned as the only one-step streaming solution. The OTT answer to Google Workspace, Microsoft 365 or Sales Force.

CINEVERSE PODCAST NETWORK – Building on our current seven-figure revenue base, our goal is to increase the number of in-house produced shows in coming years, while expanding ad sales and distribution for third-party shows that fit our content verticals.



DIRECT AD SALES & SPONSORED CONTENT – An ad network that enables advertisers to reach highly engaged, diverse enthusiast fan bases in cohesive, multi-platform campaigns.



Direct Ad

Sales &

Sponsored

Content

Cineverse Podcast Network

Technology Innovation/AI

The Four

Pillars of

Our Growth

Strategy

Matchpoint SaaS & Publisher Development

FY 2024 Guidance

For the fiscal year ending March 31, 2024

<i>\$ in millions except for percentages</i>	Actual FY 2023 Results (Consolidated)	Actual FY 2023 Results (ex legacy Cinema Equipment business)	FY 2024 Guidance Range
Total revenue	\$68.0	\$56.0	\$62.0 - \$70.0
Gross margin	47%	36%	45% - 50%
Adjusted EBITDA	\$0.1	\$(8.6)	\$2.0 - \$4.0



SHORT TERM 12

JUST ADDED

Story told through the eyes of Grace (Brie Larson), a twenty-something supervisor at a foster care facility for at-risk teenagers.

CINEVERSE COMPETITVE ADVANTAGE

New Shows

ng Movies



The Competitive Landscape

Focused on providing vast consumer choice at a great value

- Vast majority of major streamers today focus on extracting high prices for very small to medium sized libraries
- Largest service, Tubi has approx. 40K titles, but has been dropping
- Long term, most of the major streamers will need to continue to raise prices to offset declining legacy businesses and to cover rapidly scaling costs of original programming
- The middle will be dominated by specialty enthusiast services with hardcore fanbases
- Our goal with Cineverse is to dominate the far upper right quadrant with the largest offering, and the best value in streaming for a paid offering in terms of selection



Free / Low Price

Competitive Advantage: Proprietary Streaming Technology



platforms. Launch premium viewing experiences, in no time flat.

22

Deliver anywhere in one click.

Gather, understand and react

to audience trends.

MatchpointAi. Stream big.



The only complete OTT technology solution.

An innovative network of advanced streaming tools – offering an off-the-shelf package at a price that makes sense. Only on Matchpoint.

MatchpointAi is a partner program offering a complete package of native, integrated and automation tools—covering everything from compliance, scheduling, one-click delivery and Ai dubbing, to QC, viewer experience, analytics & more.



Competitive Advantage: Experienced Management Team

INDUSTRY LEADERS WITH A HISTORY OF INNOVATION



CHAIRMAN & CHIEF EXECUTIVE OFFICER

Founder & CEO, Overture Films

CEO, Anchor Bay Entertainment

Vice Chair & COO, MGM

President & COO, Universal

President, Disney Motion Pictures

-	OHN CANNIN 25+ YEARS OF EXPE	
(CHIEF FINANCIAL	

CHIEF FINANCIAL OFFICER

CFO, Firefly Systems Inc.

IENCE

Group VP of Finance for Discovery Channel

Finance leadership roles at Clear Channel Outdoor and The Walt Disney Company



TONY HUIDOR 25+ YEARS OF EXPERIENCE

CHIEF OPERATING & TECHNOLOGY OFFICER

VP, Universal Music Group

Director, Walt Disney Internet Group



GARY LOFFREDO 20+ YEARS OF EXPERIENCE

CHIEF LEGAL OFFICER, SECRETARY & SENIOR ADVISOR

| Founding executive of Cineverse

VP, General Counsel, Cablevison Cinemas



YOLANDA MACIAS 25+ YEARS OF EXPERIENCE

CHIEF CONTENT OFFICER

EVP, Vivendi Entertainment

VP, DIRECTV Spanish language and international services

Honoree & Board Member, C5LA



ERICK OPEKA 25+ YEARS OF EXPERIENCE

PRESIDENT & CHIEF STRATEGY OFFICER

- SVP & Co-Founder, New Video Digital
- NCO, US Army
- Vice Chair Entertainment Merchant's Association
- Member, Producers Guild and TV Academy
- Board of Directors, Roundtable Entertainment



Competitive Advantage: Strategic M&A LEVERAGING TECHNOLOGY TO ENABLE THE SUCCESSFUL INTEGRATION OF ACQUISITONS

Focused on achieving greater audience and revenue scale and increasing technological moat vs. competitors

Set the stage for significant annual revenue growth – targeting at least 50% annual revenue growth in streaming and digital

Developed extensive playbooks to make M&A a competitive advantage and reap higher synergies, cut costs

Focus on proprietary, un-marketed deals and turn-around targets to maximize ROI







DIGITAL MEDIA RIGHTS











360-Degree Marketing Approach: Spotlight on Horror Vertical

Our approach is to produce and acquire content, then distribute and market it directly to large fan audiences across platforms—and replicate this model for other verticals



PRODUCTION

Original productions, films and series

Ability to monetize across all platforms internally and sell internationally

Ability to use productions to create subscription growth outside of physical sales, and AVOD revenue. SVOD, PVOD, VOD, TVOD, AVOD, DVD, Blu-ray, 4K Ultra HD

Tastemakers with deep relationships with the most popular filmmakers, new and old. Can make QUALITY product that builds brand loyalty



DISTRIBUTION

Ability to acquire films for a full release strategy including theatrical, SVOD, PVOD, VOD, TVOD, AVOD, DVD, Blu-ray, and 4K Ultra HD

Ability to monetize across all platforms internally and sell internationally

First window SVOD and second window AVOD scheduling with internal channels

Original content syndication to major 3rd party platforms



REACH / MARKETING

Immediate and unfettered access to the largest online horror audience

20m+ annual audience to Bloody-Disgusting.com

Full campaigns including mobile apps, web, social media, CTV, email, and audience extension

Multiple owned and operated genre networks including Screambox, Bloody Disgusting TV, Midnight Pulp

PODCASTS

Largest genre podcast network, most represented fiction network on Apple and Spotify charts

Fully independent production services; extremely cost effective

Podcasts serve as an IP incubator, marketing platform, and revenue generator

Network adds millions of available ad inventory spots for our sales team

Success of Terrifier 2

Budget: \$250k

Results:

- \$15mm domestic box office
- Substantial SVOD subscriber growth
- Best-selling ancillary products at Walmart, Best Buy, etc.



Bloody Disgusting

The #1 entertainment destination for horror

Horror is in-demand year-round by mainstream audiences as its popularity continues to grow. Horror content is wildly popular across streaming services and the genre continues to take home increasingly large shares of the box office year over year.

20+ MILLION

Annual Website Audience

2+ MILLION

Monthly Podcast Downloads

20+ MILLION

Bloody Disgusting TV Viewers

1.6+ MILLION Social Footprint

2.5+ MILLION Monthly In-App

Pageviews

10+ THOUSAND

Monthly On-Site User Comments





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APPENDIX



Financial Results



Cineverse Corp. Condensed Consolidated Balance Sheets

(In thousands)

		As of June 30, 2023		As of March 31, 2023	
	(Una	(Unaudited)			
ASSETS					
Current assets					
Cash and cash equivalents	\$	12,129	\$	7,1	
Accounts receivable, net		14,711		20,8	
Unbilled revenue		2,247		2,0	
Employee retention tax credit		1,773		2,0	
Prepaid and other current assets		7,637		5,4	
Total current assets		38,497		37,5	
Equity investment in Metaverse, a related party, at fair value		5,200		5,2	
Property and equipment, net		2,075		1,8	
Intangible assets, net		19,188		19,8	
Goodwill		20,824		20,8	
Other long-term assets		2,862		2,6	
Total assets	\$	88,646	\$	87,9	
LIABILITIES AND STOCKHOLDERS' EQUITY					
Current liabilities					
Accounts payable and accrued expenses	\$	29,867	\$	34,5	
Line of credit, including unamortized debt issuance costs of \$32 and \$76, respectively		4,968		4,9	
Current portion of deferred consideration on purchase of business		3,615		3,7	
Current portion of earnout consideration on purchase of business		1,526		1,4	
Operating lease liabilities		418		4	
Current portion of deferred revenue		221		2	
Total current liabilities		40,615		45,3	
Deferred consideration on purchase of business - net of current portion		2,868		2,6	
Operating lease liabilities, net of current portion		728		8	
Other long-term liabilities		59			
Total liabilities		44,270		48,9	
Stockholders' Equity					
Preferred stock		3,559		3,5	
Common stock		191		1	
Additional paid-in capital		539,997		530,9	
Treasury stock, at cost		(11,608)		(11,60	
Accumulated deficit		(486,033)		(482,39	
Accumulated other comprehensive loss		(480)		(40	
Total stockholders' equity of Cineverse Corp.		45,626		40,3	
Deficit attributable to noncontrolling interest		(1,250)		(1,20	
Total equity		44,376		39,0	
Total liabilities and equity	\$	88,646	\$	87,9	



Cineverse Corp. Condensed Consolidated Statements of Operations

(In thousands, except per share data)

		(Unaudited) Three Months Ended June 30,		
	2	2023		2022
Revenues	\$	12,980	\$	13,590
Costs and expenses:				
Direct operating		6,987		7,356
Selling, general and administrative		7,888		9,818
Depreciation and amortization		822		1,000
Total operating expenses		15,697		18,174
Operating loss		(2,717)		(4,584)
Interest expense		(295)		(133)
Decrease in fair value of equity investment in Metaverse, a related party				(1,256)
Other expense, net		(504)		(14)
Net loss before income taxes		(3,516)		(5,987)
Income tax expense		(20)		
Net loss		(3,536)		(5,987)
Net income attributable to noncontrolling interest		(14)		(18)
Net loss attributable to controlling interests		(3,550)		(6,005)
Preferred stock dividends		(88)		(88)
Net loss attributable to common stockholders		(3,638)		(6,093)
Net loss per share attributable to common stockholders:				
Basic	\$	(0.37)	\$	(0.69)
Diluted	\$	(0.37)	\$	(0.69)
Neighted average shares of common stock outstanding				
Basic		9,879		8,771
Diluted		9,879		8,771



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Reven

Costs

Total

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Cineverse Corp. Condensed Consolidated Statements of Cash Flows (Unaudited)

(In thousands)

		onths Ended ine 30,
	2023	2022
Cash flows from operating activities:		
Net loss	\$ (3,53	6) \$ (5,987
Adjustments to reconcile net loss to net cash used in operating activities:		
Depreciation and amortization	8	22 1,00
Allowance for prepaid advances	1	73 3:
Changes in fair value of equity investment in Metaverse		- 1,25
Amortization of debt issuance costs		44
Stock-based compensation	4	09 98
Interest expense for deferred consideration and earnouts	1.	81 13:
Other	2	63
Changes in operating assets and liabilities, net of acquisitions:		
Accounts receivable, net	5,6	56 5,62
Unbilled revenue	(21	1) (248
Prepaid and other current and long-term assets	(2,68	38) 1,274
Employee retention tax credit	3	12
Accounts payable, accrued expenses, and other liabilities	(4,68	35) (5,266
Net cash used in operating activities	(3,26	60) (1,198
Cash flows from investing activities:		
Expenditures for long-lived assets	(27	(141
Purchase of businesses		- 8
Net cash used in investing activities	(27	/2) (61
Cash flows from financing activities:		
Payments of notes payable		- (284
Proceeds from line of credit	8,7	61
Payments on line of credit	(8,76	1)
Issuance of common stock, net of issuance costs	8,5	09
Net cash provided by (used in) financing activities	8,5	09 (284
Net change in cash and cash equivalents	4,9	77 (1,543
Cash and cash equivalents at beginning of period	7,1	52 13,06
Cash and cash equivalents at end of period	\$ 12,1	29 \$ 11,51



Cineverse Corp. Adjusted EBITDA

We present Adjusted EBITDA because we believe that Adjusted EBITDA is a useful supplement to net income (loss) from continuing operations as an indicator of operating performance. We also believe that Adjusted EBITDA is a financial measure that is useful both to management and investors when evaluating our performance and comparing our performance with that of our competitors. We also use Adjusted EBITDA for planning purposes and to evaluate our financial performance because Adjusted EBITDA excludes certain incremental expenses or non-cash items, such as stock-based compensation charges, that we believe are not indicative of our ongoing operating performance.

We believe that Adjusted EBITDA is a performance measure and not a liquidity measure, and therefore a reconciliation between net loss from continuing operations and Adjusted EBITDA has been provided in the financial results. Adjusted EBITDA should not be considered as an alternative to income from operations or net loss from continuing operations as an indicator of performance or as an alternative to cash flows from operating activities as an indicator of cash flows, in each case as determined in accordance with GAAP, or as a measure of liquidity. In addition, Adjusted EBITDA does not take into account changes in certain assets and liabilities as well as interest and income taxes that can affect cash flows. We do not intend the presentation of these non-GAAP measures to be considered in isolation or as a substitute for results prepared in accordance with GAAP. These non-GAAP measures should be read only in conjunction with our consolidated financial statements prepared in accordance with GAAP.

Following is the reconciliation of our consolidated net loss to Adjusted EBITDA:

	For the Three Months Ended					
		June 30,				
\$ In Thousands	2023			2022		
	(Unau	dited)		(Unaudited)		
Net loss	\$	(3,536)	\$	(5,987)		
Add Back:						
Income tax expense		20				
Depreciation and amortization		822		1,000		
Interest expense		295		133		
Stock-based compensation		409		980		
Decrease in fair value on equity investment in Metaverse, a related party				1,256		
Provision (recovery) of doubtful accounts				3		
Other expense, net		36		14		
Net income attributable to noncontrolling interest		(14)		(18)		
Adjustments:						
Transition-related costs		468		175		
Mergers and acquisitions costs		-		207		
Adjusted EBITDA	\$	(1,500)	\$	(2,237)		



M&A Case Study: Digital Media Rights

Immediately provided Cineverse increased scale and growth

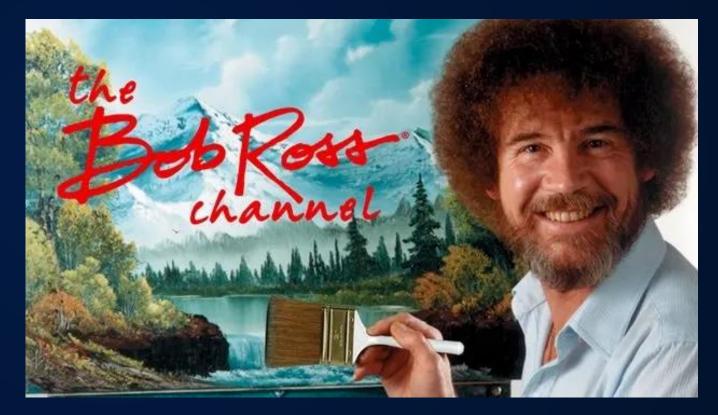
Accretive acquisition significantly increased Cineverse's library, channel portfolio, ad business and social footprint

- Added 10 new channels, 7,500 titles and an estimated 7.5 million monthly viewers
- New positioning in ad business with more than 100 million connected TV impressions per month
- Increased social footprint with addition of ~18.5 million social subscribers
- Achieved approx. \$1.6M in annualized cost synergies within one year of merger



Fast Channel Case Study: Bob Ross & American Public Media Helping the world find its happy place

- As an early partner of Twitch, Cineverse identified the cross-generational appeal of renowned TV painter Bob Ross as a FAST channel opportunity
- Cineverse developed a game plan to create a channel that would honor Bob and public television, but reach new audiences in an innovative CTV and app-based format
- Cineverse secured more than 40 distribution deals – "full carriage" in the FAST world, with premium brand placement and promotion
- Channel has been a roaring success, with over 240 million visits and 2.2 billion views of programming
- Cineverse continues to expand internationally and uses AI to localize TBRC into Spanish, Portuguese, and other languages





Content Case Study: Terrifier 2

Leveraging enthusiast media and vertical experts to drive repeatable revenue growth

The leadership at Bloody Disgusting recognized Terrifier, a next-generation slasher horror film, as a diamond-in-the-rough property due to intense interest within our editorial publication

We were able to secure the film due to our extensive ability to promote, market, monetize and distribute the film vs. our peers

Cineverse leveraged its extensive footprint with a coordinated campaign reaching hundreds of millions of impressions across CTV, editorial, social, and more – inventory worth approx. \$2-3M on open market

Team leveraged experience to create viral awareness and engagement

Net result: \$15M+ domestic Box Office, hundreds of thousands of SVOD subscribers, and best-selling ancillary products at Walmart, Best Buy, etc.

Company is already identifying additional properties to move into this model







A PREMIER STREAMING TECHNOLOGY & ENTERTAINMENT COMPANY