

FORWARD-LOOKING STATEMENTS

This presentation (the "Presentation") relates to Chicken Soup for the Soul Entertainment, Inc. ("CSS Entertainment" or the "Company"), which completed its initial public offering in August 2017 pursuant to a qualified offering statement ("Offering Statement") filed under Regulation A as promulgated under the Securities Act of 1933, as amended (the "Act"). The Company completed its acquisition of Screen Media Ventures, LLC in November 2017 as further described in the Company's current report on Form &-K, initially filed on November 6, 2017 and amended on January 16, 2018 and January 17, 2018 (the "Screen Media &-K"). The Company completed its acquisition of Pivotshare, Inc. in August 2018 as further described in the Company's current report on Form &-K, filed on August 28, 2018 (the "Pivotshare &-K"). The Company completed its acquisition of A Sharp Inc., dba A Plus, on December 28, 2018 as further described in the Company's current report on Form &-K, filed on January 2, 2019 (the "A Plus &-K"). On May 14, 2019, the Company commenced a joint venture, Crackle Plus LLC ("JV Entity" or "Crackle Plus"), with CPE Holdings, Inc., ("CPEH") an affiliate of Sony Pictures Television Inc. ("Sony"), and Crackle, Inc., a wholly owned subsidiary of CPEH ("Crackle"). The joint venture and related transactions are discussed in the Company's current reports on form &-K filed with the Securities and Exchange Commission ("SEC") on April 2, 2019, May 15, 2019, and July 2019. This presentation contains various information and projections regarding the joint venture there under. There are risks involved in the joint venture and the Company's current free on Form 10-K for the year ended December 31, 2018, and the Company's other filings that have been made and willbe made with the SEC. Financial information for the year ended December 31, 2018 is derived from our Annual Report on Form 8-K filed with the SEC on May 15, 2019. Historical information for the three months ended March 31, 2019 is derived from our Quarterly Report on Form

The purpose of this Presentation is to assist persons in their review of the business and plans of the Company. In addition to the information presented herein, you are advised to read the Company's SEC filings, which contain additional information, including information regarding the risks faced by the Company in its operations and the risks involved in an investment in the Company. The entire contents of this Presentation is qualified by SEC filings.

This Presentation includes "forward-looking statements" and projections. CSS Entertainment's actual results may differ from its expectations, estimates and projections and consequently, you should not rely on these forward looking statements or projections as predictions of future events. Words such as "expect," "estimate," "project," "budget," "forecast," "anticipate," "intend," "plan," "may," "will," could," "should, " believes," "predicts," "potential," "continue," and similar expressions are intended to identify such forward-looking statements.

These forward-looking statements and projections include, without limitation, estimates and projections of future performance, which are based on numerous assumptions about sales, margins, competitive factors, industry performance and other factors which cannot be predicted. Therefore, the actual results of operations are likely to vary from the projections and the variations may be material and adverse. The projections should not be regarded as a representation or prediction that CSS Entertainment will achieve or is likely to achieve any particular results.

CSS Entertainment cautions readers not to place undue reliance upon any forward-looking statements and projections, which speak only as of the date made. CSS Entertainment does not undertake or accept any obligation or undertaking to release publicly any updates or revisions to any forward-looking statements to reflect any change in its expectations or any change in events, conditions or circumstances on which any such statement is based.

The Company uses a non-GAAP financial measure to evaluate its results of operations and as a supplemental indicator of our operating performance. The non-GAAP financial measure that the Company uses is Adjusted EBITDA. Adjusted EBITDA is considered a non-GAAP financial measure as defined by Regulation G promulgated by the Act, as amended. Due to the significance of non-cash and non-recurring expenses recognized in the years ended December 31, 2018 and 2017, and the likelihood of material non-cash and non-recurring expenses to occur in future periods, the Company believes that this non-GAAP financial measure will enhance the understanding of its historical and current financial results. Further, the Company believes that Adjusted EBITDA enables its board of directors and management to analyze and evaluate financial and strategic planning decisions that will directly effect operating decisions and investments. The presentation of Adjusted EBITDA should not be construed as an inference that the Company's future results will be unaffected by unusual or non-recurring items or by non-cash items. This non-GAAP financial measure should be considered in addition to, rather than as a substitute for, the Company's actual operating results included in its consolidated financial statements.

All registered or unregistered service marks, trademarks and trade names referred to in this Presentation are the property of their respective owners, and CSS Entertainment's use herein does not imply an affiliation with, or endorsement by, the owners of these service marks, trademarks or trade names.

The securities of CSS Entertainment are highly speculative. Investing in shares of CSS Entertainment involves significant risks.

RISK FACTORS

The following factors, among others, could cause actual results to differ materially from those set forth in this presentation:

- CSSE does not have a long operating history on which to evaluate the company. All of CSSE's tangible and intangible property is pledged to secure existing indebtedness.
- Certain conflicts of interest may arise between CSSE and its affiliated companies and CSSE has waived certain rights with respect thereto.
- CSSE's reliance on third parties for production and distribution could limit its control over the quality of the finished video content.
- An integral part of CSSE's strategy is to initially minimize its production and distribution costs by utilizing funding sources provided by others, however, such sources may not be readily available
- CSSE has significant debt and preferred stock obligations, the service of which could place significant stress on the financial condition of the Company, and these obligations could materially increase if the Company determines to issue additional shares of its Series A preferred stock in connection with the Crackle transactions.
- Any failure to effectively and efficiently manage the joint venture following consummation and integrate its operations into the Company's overall operations. As CSSE grows the Company may seek to fund and produce more of its video content directly, subjecting the Company to significant
 - additional risks
 - CSSE has derived revenue to date from limited video content and a limited number of clients, and has funded its projects from a limited number of sources.
 - CSSE is required to make continuing payments to its affiliates, which may reduce cash flow and profits.
 - Distributors' failure to promote CSSE's video content could adversely affect its revenue and could adversely affect its business results.
 - CSSE is smaller and less diversified than many of its competitors.
 - CSSE faces risks from doing business internationally.
 - Protecting and defending against intellectual property claims may have a material adverse effect on its business.
 - Piracy of video content may harm CSSE's business.
 - CSSE relies upon a number of partners to offer streaming of content to various devices.
 - Any significant disruption in the computer systems of third parties that CSSE utilizes in its operations could result in a loss or degradation of service and could adverselv impactits business
 - CSSE's online activities are subject to a variety of laws and regulations relating to privacy, which, if violated, could subject CSSE to an increased risk of litigation and regulatory actions.
 - If government regulations relating to the internet or other areas of CSSE's business change, CSSE may need to alter the manner in which it conducts business or incur greater operating expenses.
 - If CSSE experiences rapid growth, CSSE may not manage its growth effectively, execute its business plan as proposed or adequately address competitive challenges
 - CSSE's exclusive license to use the Chicken Soup for the Soul brand could be terminated in certain circumstances
 - CSSE's success depends on its management and relationships with affiliated companies.
 - CSSE is an "emerging growth company" under the JOBS Act of 2012 and cannot be certain if the reduced disclosure requirements applicable to emerging growth companies will make its Class A common stock less attractive to investors.
 - CSSE's status as an "emerging growth company" under the JOBS Act of 2012 may make it more difficult to raise capital as and when the Company needs it. Since CSSE's content is digitally stored and distributed online, and CSSE accepts online payments for various subscription services, causing its business to face numerous cybersecurity risks.
 - A more complete description of these risks and uncertainties can be found in the filings of the Company with the U.S. Securities and Exchange Commission.

INVESTMENT CONSIDERATIONS

- o Branded entertainment company
- Building online video-on-demand networks (AVOD, SVOD)
 - Joint venture subsidiary called "Crackle Plus" with Sony Pictures Television includes existing AVOD networks and SVOD business through Pivotshare
- Sustainable advantages:
 - Scale of audience
 - o Content profitably acquired, produced, and distributed
 - Lower marketing costs through brand ownership
- o A series of acquisitions have enhanced our portfolio of assets and increased revenue and EBITDA
- A solid balance sheet



THE BIG AVOD OPPORTUNITY

WSJ

The real entrepreneurial challenge today is creating ad-supported streaming that really works for viewers and advertisers

Holman Jenkins, Jr., The Wall Street Journal



With Crackle, CSS Entertainment has supercharged its streaming business

Natalie Jarvey, The Hollywood Reporter

BUSINESS INSIDER

We expect more AVOD platforms to consolidate – much like Crackle and CSS Entertainment – to scale the ad opportunity. Consolidation will make it easier for services to differentiate their services

Audrey Schomer, Business Insider



Crackle Plus is not the only acquisitive player. Viacom Inc. (VIAB) purchased PlutoTV and Cinedigm Corp. (CIDM) is paying \$60 million for Future Today Inc.

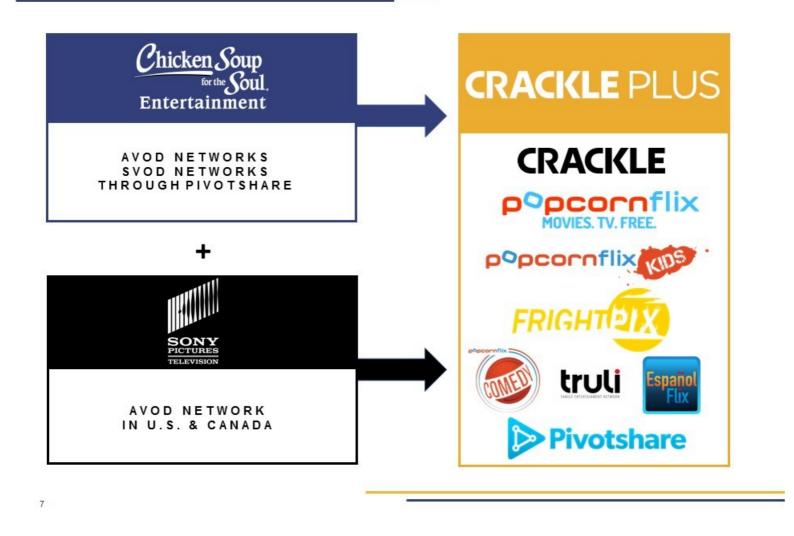
Chris Nolter, The Deal

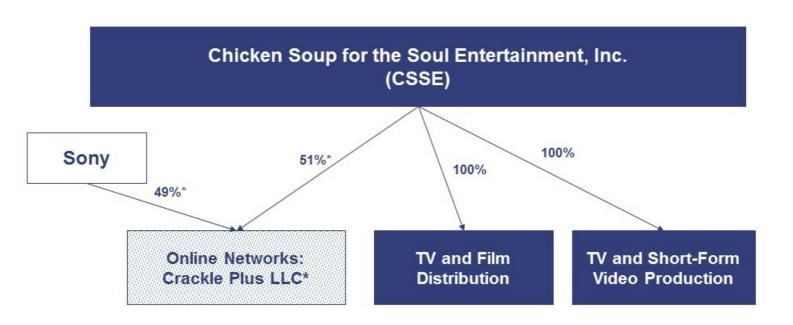
RAPID GROWTH IN YEARLY AVOD REVENUES



Global AVOD revenue has more than doubled since 2014 and is expected to more than double again to **\$29 billion** by 2022¹

ONLINE NETWORKS: NEW JOINT VENTURE NAMED "CRACKLE PLUS"





*The common equity is owned 99% by CSSE and 1% by Sony (CPE), with Sony (CPE) also holding \$37M of preferred units of the JV Entity which must be converted between 12 and 18 months into:

- Common units that would represent an additional 48% of the JV Entity's common equity upon conversion; or \$40M of CSSEP

Sony also received 4 million CSSE warrants at an average exercise price of \$10.33

Leading free AVOD service in the U.S.

(ad-supported video-on-demand including Crackle and Popcornflix networks)





MINUTES STREAMED PER MONTH



COMBINED HOURS OF PROGRAMMING



RISE IN DAILY ACTIVE USERS





Robust content library with over 90 content partnership

- · Access to library assets from Sony pictures Television, CSS Entertainment's original programs and Screen Media Ventures including original programming
- · Continue profitable content acquisition and production
- Segment and reuse content over several networks ٠

Scaled offerings for advertising partners

- Scale of billions of ad impressions enables advertisers to reach . broad audience
- 7 online networks: Crackle, Popcornflix, Popcornflix Kids, Popcornflix Comedy, Espanolflix, Frightpix and Truli

Also targeted SVOD channels

(1) From Jan '18 to Jan '19

The Oath

DOMINANT AVOD PLAYERS

CRACKLE PLUS

- 10 million users on owned-and-operated networks plus millions on ad rep network
- 127 million installs
- 26 million registered users
- 1.55 billion minutes streamed per month
- 38,000 combined hours of programming
- 90+ content partnerships



- 27 million monthly active users
- 24 billion streaming hours in 2018



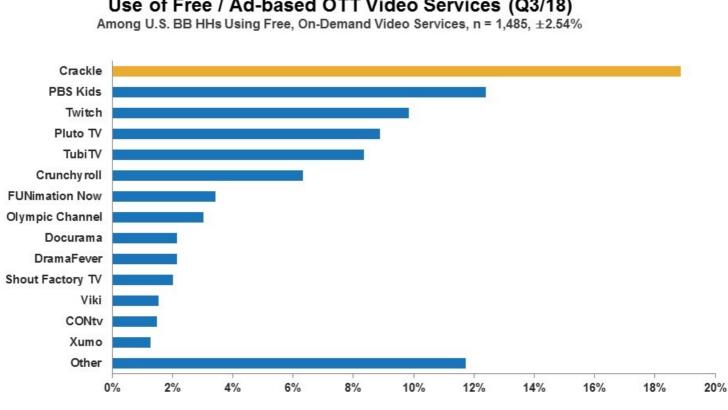
- 20 million installs
- 12,000+ movies and TV series
- 200 content partners



- · 12 million monthly users
- · 100 channels of free content from 130 partners

IMDb | F R E E D I V E

- Marketed to IMDB users
- Offers 130 movies and 29 TV shows



Use of Free / Ad-based OTT Video Services (Q3/18)

% of Respondents Subscribing

"DM6040. Over the past 30 days, which of the following video services have you used?" Source: American Broadband Households and Their Technologies Q3 2018 | N=10,000, ±0.98% | © 2019 Parks Associates

Launching targeted SVOD channels

(subscription video-on-demand networks through Pivotshare)



- Focused subscription-based VOD networks
- · "Shopify" of online video-on-demand as white label providers
- · Planning to launch additional branded owned-and-operated channels
 - Potential themes: animals/pets, education, food & DIY, inspirational movies, family, kids, relationships, wellness/self help, travel, live theater
- Segment and reuse content over several networks
- Market across multiple networks to grow audience and use owned brands to lower customer acquisition costs
- Share technology costs super platform

OBTAIN CONTENT PROFITABLY THROUGH ACQUISITION







ACQUISITIONS & DISTRIBUTION

- · Powered by Screen Media
- Distributing television series and films worldwide including AVOD + SVOD
- Monetize content profitably through theatrical, home video, pay-per-view, free, cable and pay television, video-on-demand, and new digital media platforms
- One of the largest independently owned content libraries in the world with rights to more than 1,500 TV series and feature films

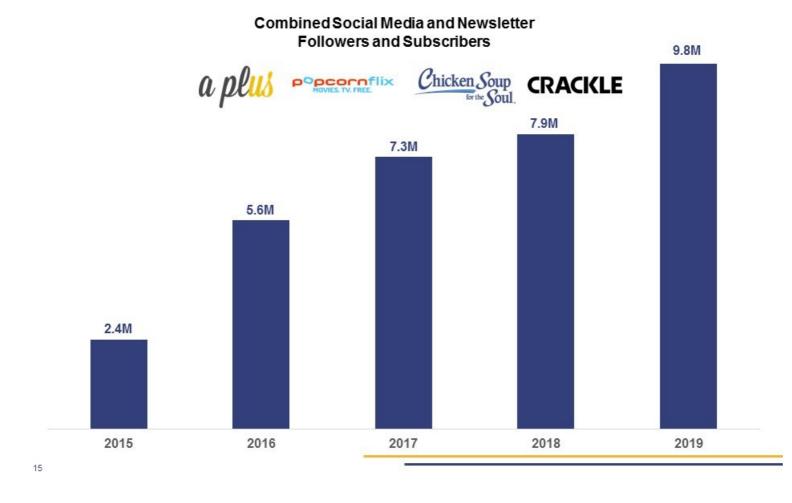
OBTAIN CONTENT PROFITABLY THROUGH ORIGINALS PRODUCTIONS



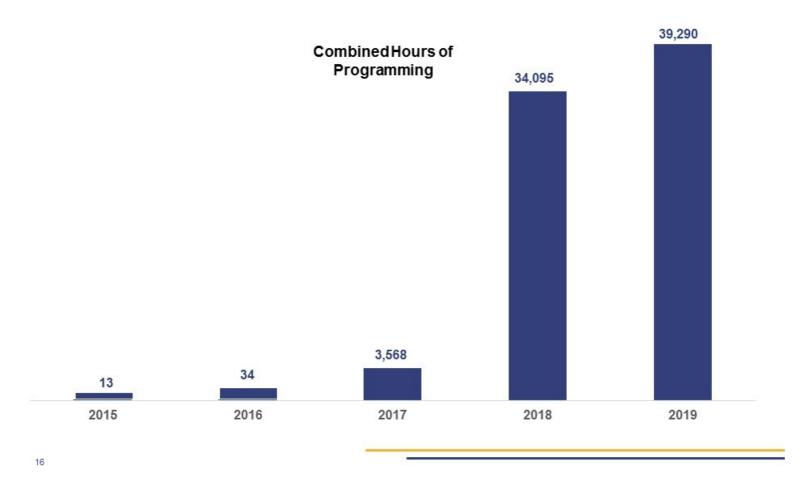
PRODUCTIONS

- Profitable, de-risked production model
- Third-party committed funding secured prior to production: sponsorships, advertising and product integration from corporations, foundations and networks (cable, broadcast, online)
- Hire independent producers to produce for a fixed fee
- Retain and monetize valuable back-end rights including AVOD and SVOD
- · Series have aired on The CW, A&E, TLC, Discovery Life, Discovery Family, CBS, FYI, and Netflix
- · High quality programming nominated for Emmy, Realscreen, and Cynopsis awards

Growth in followers and subscribers through M&A gives us less-costly access to potential VOD subscribers



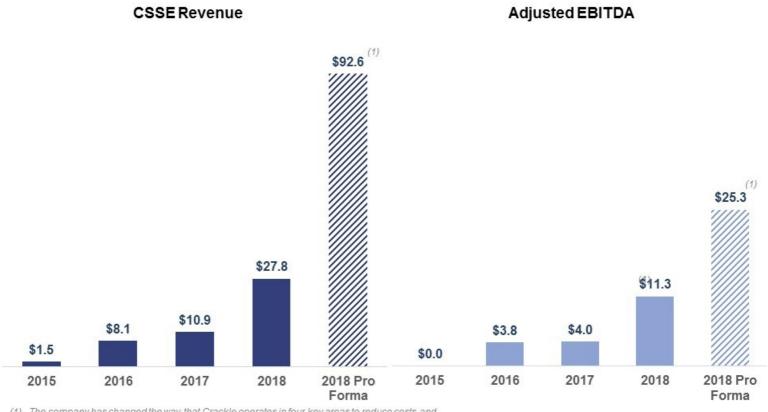
PROFITABLE PRODUCTION AND ACQUISITION OF CONTENT



Profitably obtain and produce content resulting in robust content library

FINANCIAL SUMMARY: OPERATING RESULTS

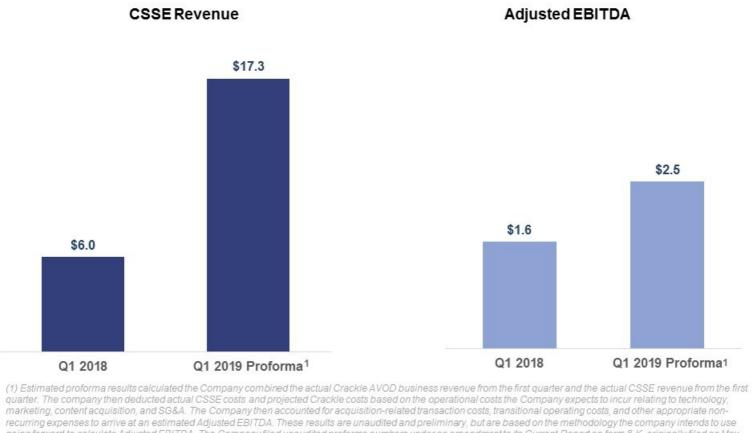
\$ in millions



(1) The company has changed the way that Crackle operates in four key areas to reduce costs and improve margins; technology, marketing, content, and SG&A.

FINANCIAL SUMMARY: Q1 2019 RESULTS

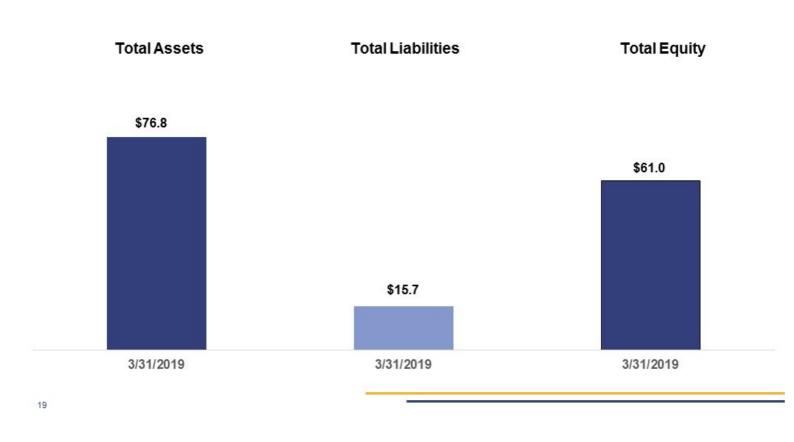
\$ in millions



going forward to calculate Adjusted EBITDA. The Company filed unaudited proforma numbers under an amendment to its Current Report on form 8-K, originally filed on May 15, 2019. 18

Solid balance sheet and significant liquidity as of 3/31/19

\$ in millions



CONTINUED GROWTH THROUGH ACQUISITIONS OF VOD CHANNELS, CONTENT, BRANDS AND AUDIENCE

More cost-effective to buy content, audience and brands than to build

TRANSACTIONS TO DATE









Near Term Growth Strategy of VOD Business

- · Continued aggressive rollup of AVOD networks
- · Focused rollout of SVOD networks using Pivotshare technology

M&A

Selectively acquire:

- · Content libraries
- · Digital publishers with related content
- · Stand-alone VOD networks

EXPERIENCED MANAGEMENT TEAM

William J. Rouhana, Jr.	Chairman and Chief Executive Officer, CSS Entertainment
Scott W. Seaton	 Leader in the media, entertainment and communications industries for more than 35 years Acquired CSS in 2008 and became CEO Founder and CEO of Winstar Communications, a wireless broadband pioneer with \$1 billion revenue, and Winstar New Media 1993-2001 Acquired media companies including Virgin Vision, a Virgin Group global film distribution venture As an entertainment and finance lawyer, developed new film financing models for major producers suc as Blake Edwards Founder of The Humpty Dumpty Institute, Global Creative Forum and International Film Exchange B.A., Colby College, currently trustee emeritus; J.D., Georgetown Law School Vice Chairman and Chief Strategy Officer, CSS Entertainment
	25 years of media and telecommunications investment banking experience
	 Joined Chicken Soup for the Soul as COO in 2012 Managing Director – Credit Suisse First Boston, Bank of America, Oppenheimer & Co. Past Board of Directors – Mediacom Communications Corp.
	A.B., Stanford University; M.B.A., Harvard University
Chris Mitchell	Chief Financial Officer, CSS Entertainment
	 25 years of management and financing experience Joined Chicken Soup for the Soul in 2013 as EVP of CSS and CEO of Chicken Soup for the Soul Pet Food Founder and CEO of specialized private capital investment firm TMG Partners, 2009-2013 While at Bank of America Merrill Lynch for over 15 years as a senior member of the Leveraged Finance team and Principal Capital Group, led or assisted 59 transactions totaling more than \$17 billion, including financings for subscription-based or ad-supported media businesses Studied International Law and Finance at the London School of Economics and Political Science B.S. in Finance and B.S. in Management, Virginia Tech
Elana Sofko	Chief Operating Officer, CSS Entertainment
21	 25 years of experience across multiple media platforms Vice President, Digital Business Development and Operations at World Wrestling Entertainment before joining CSS in 2016 Previous experience at ESPN, Nokia, A&E Television Networks, Sirius Satellite Radio and News America Marketing B.A., University of Albany; MBA, University of Connecticut

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ACCOMPLISHED BOARD MEMBERS

red Cohen Nominating and Corporate Governance	Committee Chairperson; Audit Committee Member; Compensation Committee Member
 35-year media and entertainment veteran and industry id Chairman of the International Academy of Television Art Chairman of its Foundation Former President of King World International Productions International, President HBO International 	s & Sciences (Emmys); distribution of DR. OZ • Director of Hopskoch.com, transmedia online marketing and game platform
Cosmo DeNicola Audit Committee Chairperson	
 Founder of the Cosmo DeNicola Companies, a portfolio diverse range of businesses in healthcare, technology, p sports, and entertainment industries Founder of Amtech Software and Futura Services Inc an Inc., LogiStar Solutions, and Pursuit Healthcare Advisors 	ublishing, professional 2018 4 co-founder of InfoLogix Honored by the Fox School of Business as one of 100 world-wide entrepreneurs and visionaries who have helped shape the Fox Business School and the business world • B.A., Temple University
Over 50 years of experience in the media and entertainm	Served on the boards of IMAX Corporation, ABC Inc., Ziff Corporation, News
 Joined American Broadcasting Company in 1960 and be ever appointed a member of the ABC, Inc. Board of Direct 	came the youngest person Corporation Europe, Sky Italia, News Out of Home, BSkyB, and Metromedia
 Currently on the board of Nexstar Media Group, Inc. 	B.A., Williams College; L.L.B., University of Michigan Law School
Christina Weiss Lurie Compensation Committee	Chairperson; Nominating and Corporate Governance Committee Member
 Multi-faceted career spans the worlds of sports, entertaint Owner of Philadelphia Eagles and founder of Eagles Cha Two-time Oscar award-winning film producer 	
Diana Wilkin Audit Committee Member; Compensat	ion Committee Member
 Over 20 years of experience in the media industry Managing Director of Twelve 24 Media, a broadcast and consulting firm 	Former President of CBS Affiliate Relations, responsible for network agreements with all major broadcast television station groups B.S., University of Southern California
Amy Newmark	
30 years of media and telecommunications industry and	investment banking • Managing Director - CJ Lawrence, top ranked telecom analyst
experience	10 years of experience on various technology company boards
 Current Publisher, Editor-in-Chief and Author of Chicken Published more than 150 Chicken Soup for the Soul bool 	
 Founded and managed successful hedge fund 	
22	

