

INSTITUTIONAL RESEARCH

Emerging Growth UPDATE REPORT

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January 14, 2022

Genius Brands International, Inc. (NASDAQ: GNUS)

Buy: Purchase of AmebaTV. Another Step in Creating Global Children's Entertainment Platform.

The acquisition of Ameba TV is another significant step in Genius Brands' development of an integrated global children's entertainment platform. Ameba is a children's video-streaming service specializing in high-quality kids' programming. Ameba brings a large library of licensed content, a proprietary streaming platform and technical talent that will create the next-generation of digital content. We are projecting rapid revenue and EBITDA growth for Genius that will result in margin and multiple expansion. We reiterate our Buy recommendation and \$5 price target.

Genius Brands announced the acquisition of Ameba TV, a Winnipeg-based children's video streaming service and the launch of Kartoon Channel! and Kidaverse, a subscription channel scheduled to launch on April 15, 2022 for \$3.99 per month. These are additional steps taken by the company to create an integrated global children's entertainment platform. Ameba brings important streaming technology for the entire Genius portfolio of content, and over the coming months it will add digital content such as NFTs, custom avatars, branded VR goggles, and digital cards of the company's popular characters. The channel will be curated and designed to be responsive to parents' desire to provide their children with positive, engaging and safe content.

The acquisition of Ameba adds 13,000 episodes to the Genius portfolio, and includes brands such as *Casper The Friendly Ghost*, *Donkey Kong Country*, *Gummy Bears*, and *Rescue Heroes*. In combination with the pending acquisition of Wow Unlimited and the investment in Your Family Entertainment (YFE), Genius will have over 20,000 animated titles under license, which it believes makes it the largest children's animation portal in the world.

After consummation of all announced acquisitions and investments, Genius will have in-house content creation from the original Genius Brands organization, the talent acquired from Wow, and the independently created content from Wow's YouTube multi-channel network. The company will have global distribution capabilities contributed by YFE and Ameba. Wow brings animation production expertise that will

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Current Price						\$1.07				
Price Target						\$5.00				
Estimates	_	2021E		2022E		2023E				
Revenues (\$000s)	\$	7,149 E		49,959	\$	87,492				
1Q March	\$	1,064 A	\$	2,719		17,433				
2Q June	\$	2,342 A		2,719		21,153				
3Q September	\$	1,871 A	\$	20,484	\$	22,498				
4Q December	_	1,871 E	\$	24,037	\$	26,407				
EDITE & (Acco.)		2021E		2022E		2023E				
EBITDA (\$000s)		16,704)E		(4,470)		9,540				
1Q March		(3,994)A		(4,081)		(202)				
2Q June		(4,339)A		(4,081)		914				
3Q September		(4,249)A	\$	(544)	\$	1,317				
4Q December	\$	(4,122)E	\$	1,668	\$	3,662				
EV/Sales		NM		6.0 x		3.4 x				
EV/EBITDA		NM		(66.8) x		31.3 x				
Stock Data	_	44.00	_			40.40				
52-Week Range		\$1.00		-		\$3.12				
Shares Outstanding (mil.)	_					314.6				
Market Capitalization (mil	.)					\$337				
Enterprise Value (mil.)						\$298				
Debt to Capital						0%				
Cash (mil.)						\$130.2				
Cash/Share						\$0.41				
Average Three Months Tr	adi	ng Volun	ne	(K)		2,273				
Insider Ownership						5.2%				
Institutional Ownership						19.6%				
Short interest (mil.)						18.3%				
Dividend / Yield					\$0.	00/0.0%				
Genius Brands In	tor	national	lna							
250,000 Volume (Thousands)	terr	national,	1110			JSD) 3.5				
200,000 -						- 3				
150,000 -						- 2.5				
100,000 - 100,000	Λ	June .	۸.			- 2 - 1.5				
50,000 -										
0.5										
Feb Mar Apr May Jun Jul Aug Sep Oct Nov Dec Volume — Genius Brands International, Inc.										
Source: FactSet Prices										

be used to produce in-house content and for customers such as Dreamworks, Mattel and others. The company also owns and operates a marketing and media agency, the largest media buyer within the Kids 2-11 age group, with annual media spending exceeding \$100 million.

Valuation: We believe the shares should trade at the high-end of the range of a comparable group of media companies, or 7x to 8x 2023E sales. This puts the valuation for the revenue generated predominantly by the Genius and Wow content at around \$2.50 per share. We estimate the replacement value of the company's library of content, primarily from YFE, which has been under-utilized because of its weak balance sheet, is over \$800 million, or an additional \$2.50 per share. Combined, this results in a price target of \$5 per share.

Risks: Risks to achieving our price target include challenges in integrating the operation of Wow and YFE, competition from larger companies, ability to attract creative talent, attracting and retaining management necessary to manage a global organization and changes in consumer behavior and viewing patterns brought on by the COVID-19 pandemic.



At the end of September, Genius had a \$130 million mountain of cash. The company's investment in YFE will require \$11 million in cash (before funds needed to strengthen YFE's balance sheet), and \$39 million in cash will be required to acquire Wow. The terms of the Ameba purchase have not been disclosed but we estimate the deal could be a combination of stock and cash and likely less than \$10 million. This still leaves Genius with \$70 to \$80 million to accelerate product development, expand YFE's distribution and grow its distribution outlet, Kartoon Channel!

The substantial amount of cash Genius raised in 2020 has been partially deployed with 1) the acquisition of media buyer ChizComm, 2) the pending purchase of Wow Unlimited, an owner of animation studios, manager of a YouTube multi-channel network, owner and operator of YouTube channels, and developer and producer of animated content 3) the investment in YFE, which has a global distribution network and control of thousands of episodes of animated and live action productions and 4) the acquisition of Ameba TV. We expect the company to expand its development pipeline and remain an active buyer of media properties to grow its scale and scope.

The acquisition of ChizComm, the pending purchase of Wow, the investment in YFE and the purchase of Ameba also brings significant management talent to the organization, and we believe the scale and capabilities of the combined enterprise will attract additional creative and professional talent. We believe this will help sustain a high growth rate, high multiple and strong stock price that can be used for additional acquisitions.

Valuation

A comparable group of media and entertainment companies trades on average at 3.2x FTM sales, but the range is wide, from 1.2x to almost 8.0x driven by growth and margins. Genius is trading at 5.8x FTM sales, but this includes the contribution from Wow for only about half of the forecast period. Using our 2023 revenue estimate instead, which includes a full year of Wow, results in an EV/Sales ratio for Genius of 3.4x. We have adjusted enterprise value for the cash and shares needed to consummate the acquisitions of both Wow and YFE.

		F	rice		TM PS	P/E		Mkt ap (M)		TEV (M)		es (M)	EV/ Sales		TM BITDA	EV/ EBITDA
CIDM	Cinedigm Corp	\$	1.10	\$	(0.05)	(22.0)	\$	201.1	\$	183.1	\$	49.3	3.71	\$	(2.9)	(63.2)
DLPN	Dolphin Entertainment Inc		6.86		0.18	38.1		58.2		60.0		43.1	1.39		3.4	17.8
EDR	Endeavor Group Holdings, Inc. Class		32.21		1.12	28.8	8	3,601.6	13	3,910.2	5	,403.4	2.57	1	063.4	13.1
IDW	IDW Media Holdings, Inc. Class B		2.38					29.6		14.6						
LGF.A	Lions Gate Entertainment Corp Class		18.35		1.04	17.7	2	1,134.8	- 5	7,696.4	4	,125.9	1.87		487.9	15.8
NFLX	Netflix, Inc.	5	19.20		11.56	44.9	237	7,962.7	254	4,874.7	32	,904.5	7.75	7	352.8	34.7
NTE-CA	Network Media Group Inc.	C\$	0.22				C\$	21.3	C\$	19.9						
ROKU	Roku, Inc. Class A	1	68.30		1.06	158.6	23	3,841.3	23	3,587.8	3	,453.8	6.83		427.3	55.2
SALM	Salem Media Group, Inc. Class A		3.34		0.29	11.7		90.7		328.4		266.4	1.23		38.5	8.5
TBRD-CA	Thunderbird Entertainment Group Inc	C\$	4.27	C\$	0.14	31.6	C\$	209.2	C\$	260.9	C\$	141.2	1.85	C\$	22.7	11.5
VIACA	ViacomCBS Inc. Class B		36.19		3.53	10.3	22	2,608.9	3	7,791.5	28	3,636.1	1.32	4	422.2	8.5
DIS	Walt Disney Company	1	55.44		4.21	37.0	286	6,826.8	344	4,480.4	82	2,509.8	4.18	14	718.4	23.4
WILD-CA	WildBrain Ltd.	C\$	3.18	C\$	0.03	106.0	C\$	681.6	C\$	1,344.5	C\$	497.1	2.70	C\$	93.6	14.4
WOW-CA	Wow Unlimited Media Inc.	C\$	1.45				C\$	50.2	C\$	97.5						
	Mean					42.0							3.22			12.7
GNUS	Genius Brands International, Inc.	\$	1.07	\$	(0.11)	(9.9)	\$	319.0	\$	299.6	\$	51.6	5.81	\$	(4.0)	(74.9)

Source: Factset and Dawson James Securities estimates

We believe an EV/Sales ratio in the higher end of the comp range is appropriate because of the high-growth potential for Genius. The content from Genius and Wow will benefit greatly, we believe, from the ability to utilize the YFE network in Europe and the rest of the world. Genius's Kartoon Channel! will benefit from the addition of content from YFE's library and the company's media buying power can leverage the stronger content with ad buyers. Results at Wow's MCN (multi-channel network) and O&O (owned and operated) networks have been improving and with additional capital and expanded distribution we expect an acceleration in growth. Plus, the addition of two animation production studios should allow the entire Genius organization to produce higher-quality content at lower costs than it is currently capable of doing. All of these factors, we believe, suggest the shares should trade at the high-end of the comparable range or 7x to 8x 2023E sales. This puts the valuation for the revenue generated predominantly by the Genius and Wow content at around \$2.50 per share. We estimate the replacement value of the company's library of content, primarily from YFE, which has been under-utilized because of its weak balance sheet, is over \$800 million, or an additional \$2.50 per share. Combined, this results in a price target of \$5 per share.

Risk Analysis



Risks to achieving our price target include challenges in integrating the operation of Wow and YFE, competition from larger companies, ability to attract creative talent, attracting and retaining management necessary to manage a global organization and changes in consumer behavior and viewing patterns brought on by the COVID-19 pandemic.



Exhibit 1. Income Statement

Genius Brands International, Inc. Income Statement

	Gem	us branus mi	ern	ational, Inc. Ir	ICOII	ne Statement				
(\$ in 000's)								3		
(except per share data)		2019		2020		2021 E	8	2022 E	8	2023 E
Genius Brands		5,908		2,482		7,149		7,486		7,759
WOW!		0		0		0		39,083		75,665
YFE		0		0		0		3,390		4,068
Revenue	\$	5,908	\$	2,482	\$	7,149	\$	49,959	\$	87,492
Genius Opex		12,414		20,364		41,112		46,824		46,824
WOW Opex		0		0		0		33,992		65,321
YFE Opex		0		0		0		4,520		4,520
Operating Expense		12,414		20,364		41,112		85,335		116,665
Operating Income	\$	(6,506)	\$	(17,882)	\$	(33,963)	\$	(35,376)	\$	(29,173)
Genius finance and other		(4,975)		(383,787)		(68,673)		380		380
WOW finance and other		0		0		0		(720)		(1,440)
YFE Finance and other		0		0		0		(262)		(262)
Pretax Income	\$	(11,481)	\$	(401,670)	\$	(102,636)	\$	(35,978)	\$	(30,496)
Income Taxes	77	0		0	77	0	- 10	0	- 7	0
Net Income	\$	(11,481)	\$	(401,670)	\$	(102,636)	\$	(35,978)	\$	(30,496)
Beneficial Cv. Of Pfd.		(3,380)		0		0		0		0
Net to Common	\$	(14,862)		(401,670)	\$	(102,636)	\$	(35,978)	\$	(30,496)
Basic Shares		11,907		142,452		297,266		307,155		314,553
Diluted Shares		11,907		142,452		297,266		307,155		314,553
Basic EPS	\$	(1.25)	\$	(2.82)	\$	(0.35)	\$	(0.12)	\$	(0.10)
Diluted EPS	\$	(1.25)					4.0	(0.12)		(0.10)
Operating Income		(6,506)		(17,882)		(33,963)		(35,376)		(29,173)
D&A		341		379		576		3,168		4,448
Stock Comp		184		8,929		16,673		24,780		26,060
EBITDA		(5,981)		(8,573)		(16,714)		(7,428)		1,335

Source: Genius Brands International, Inc. and Dawson James Securities estimates



Exhibit 2. Balance Sheet & Cash Flow Statements

Genius Brands International, Inc. Balance Sheet & Cash Flow Statements

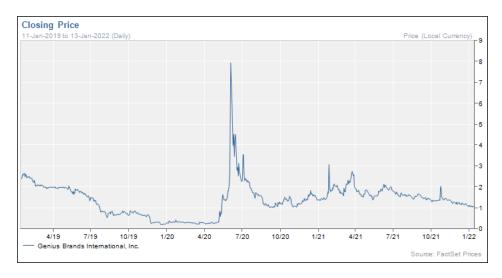
Genius Brands Internat	1101	iai, iiic.	Da	iance Si	cc	t & Casi	L	iow Stat		ents
(\$ in 000's)		2019		2020		2021 E		2022 E		2023 E
Cash Marketable Securities A/R Other Receivables Prepaid Expenses & Other Current Assets	\$	305 0 4,102 0 239 4,646	\$	100,456 0 1,731 0 6,378 108,566	\$	4,884 120,024 4,991 644 7,266 137,808	\$	8,884 45,343 45,785 644 15,204 115,860	\$	8,884 21,176 50,298 644 16,703 97,705
PP&E, net Right of Use Assets Film & TV Costs Lease Deposits Investment in Chizcomm Investment in Stan Lee Intangibles Goodwill		65 4,010 9,907 368 0 0 52 10,366	•	96 1,972 11,828 43 301 1,000 29 10,366	•	474 2,221 17,789 79 0 2,000 9,175 19,977		11,894 2,221 38,934 79 0 2,000 8,905 63,100	•	13,794 2,221 44,274 79 0 2,000 5,648 63,100
Total Assets	\$	29,413	\$	134,201	\$	189,523	\$	242,993	\$	228,821
Accounts Payable Accrued Expenses Participations Payable Deferred Revenue & Advances Notes Payable Sr. Secured Cv. Notes Payroll Protection Program Derivative Valuation Lease Liability Due to Related Party Accrued Salaries & Wages WOW Bank Debt WOW ST Lease WOW Production Financing Current Liabilities Deferred Revenue & Advances Lease Liability Production Facility Credit Line Contingent Earn Out Notes Payable Disputed Trade Payable YFE Convertible YFE Bank Loan	\$	946 125 2,272 665 0 2,374 0 0 599 1,084 231 8,296 4,444 3,569 3,092 0 0 925	\$	786 408 3,160 684 0 0 366 1,197 146 2 429 7,179 3,748 2,053 1,100 0 0 925	\$	4,605 155 3,948 750 28 0 0 1,094 568 231 612 11,992 3,573 1,945 0 7,210 88 925	\$	13,953 1,995 3,948 19,150 28 0 0 1,094 568 231 7,861 2,400 2,400 16,000 69,628 3,573 11,545 0 7,210 88 925 4,944 3,944	\$	15,328 2,192 3,948 19,150 0 0 1,094 568 231 8,636 2,400 2,400 16,000 71,975 3,573 11,545 0 7,210 88 925 4,944 3,944
Equity		9,087		119,197		163,790		150,024		133,505
Total Liabilities & Equity	\$	29,413	\$	134,201	\$	189,523	\$	242,993	\$	228,821
		2019		2020		2021 E		2022 E		2023 E
Net Income D&A	\$	(11,481) 341	\$	(401,670) 379	\$	(102,636) 586	\$	(35,978) 3,558		(30,496) 8,806
Stock Comp Other Working Capital Operating Cash Flow	\$	184 5,053 (349) (6,251)		8,929 384,476 40 (7,845)	\$	16,673 68,065 (3,860) (21,171)		22,211 (1,168) (11,896) (23,272)		22,211 (5,340) (3,665) (8,484)
Investment in Fixed Assets Acquisition/Other Investing Activities	\$	(27) 0 (27)	\$	(76) (1,327) (1,403)		(309) 0 (309)	\$	(1,840) (50,212) (52,052)		(3,600) 0 (3,600)
Equity Debt Financing Activities	\$	4,367 (869) 3,498	\$	104,458 4,941 109,399	\$	57,265 (1,350) 55,915	\$	0	\$	0
Change in Cash	\$	(2,780)	\$	100,152	\$	34,434	\$	(75,324)	\$	(12,084)

Source: Genius Brands International, Inc. and Dawson James Securities estimates



Important Disclosures:

Price Chart:



Price target and ratings changes over the past three years: Initiated – Buy – December 15, 2021 – Price Target \$5.00 Update – Buy – January 14, 2022 – Price Target \$5.00

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- 2) Neutral: the analyst believes the price of the stock is fairly valued for the next 12-18 months:
- 3) **Sell**: the analyst believes the price of the stock will decline by at least 20% over the next 12-18 months and should be sold.

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Current as of... 10-Jan-22

	Company Coverage		Investment Banking	
				% of
Ratings Distribution	# of Companies	% of Total	# of Companies	Totals
Market Outperform (Buy)	27	69%	6	22%
Market Perform (Neutral)	12	31%	0	0%
Market Underperform (Sell)	0	0%	0	0%
Total	39	100%	6	15%

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