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Important Information about the Proposed Transaction and Where to Find it:
In connection with the Proposed Transaction, BRPM has filed a Registration Statement on Form S-4 with the Securities and Exchange Commission (the “SEC”) and a definitive proxy statement/prospectus relating to the Proposed Transaction (the “Proxy Statement/Prospectus”). BRPM has mailed the Proxy Statement/Prospectus to holders of BRPM’s shares of common stock as of the record date established in connection with BRPM’s solicitation of proxies for the vote by BRPM stockholders with respect to the Proposed Transaction and other matters as described in the Proxy Statement Prospectus. BRPM stockholders and other interested persons are urged to read the Proxy Statement/Prospectus, and documents incorporated by reference therein, as well as other documents filed with the SEC in connection with the Proposed Transaction, as these materials contain important information about BRPM, FaZe and the Proposed Transaction. Stockholders are able to obtain copies of the Proxy Statement/Prospectus and other documents filed with the SEC, without charge, at the SEC’s website at www.sec.gov, or by directing a request to: B. Riley Principal 150 Merger Corp., 299 Park Avenue 21st Floor, New York, New York 10171.

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This Presentation shall not constitute a solicitation of a proxy, consent or authorization with respect to any securities or in respect of the Proposed Transaction. This Presentation shall also not constitute an offer to sell or the solicitation of an offer to buy any securities, or a solicitation of any vote or approval, nor shall there be any sale of securities in any jurisdiction in which such offer, solicitation or sale would be unlawful prior to registration or qualification under the securities laws of any such jurisdiction.

For the avoidance of doubt, none of the SEC nor any securities commission or similar regulatory agency of any other U.S. or non-U.S. jurisdiction has reviewed, evaluated, approved or disapproved of the Proposed Transaction, including the proposed business combination presented herein or the securities, or determined that this Presentation is truthful or complete. To the fullest extent permitted by law in no circumstances will SPAC, FaZe or any of their respective subsidiaries, equity holders, affiliates, directors, officers, employees, representatives, advisers or agents be responsible or liable for a direct, indirect or consequential loss or loss of profit arising from the use of this Presentation, its contents, its omissions, reliance on the information contained within it, or on opinions communicated in relation thereto or otherwise arising in connection therewith.

Participants in Solicitation
BRPM and FaZe and their respective directors and executive officers, under SEC rules, may be deemed to be participants in the solicitation of proxies of BRPM's stockholders in connection with the Proposed Transaction. Stockholders of BRPM may obtain more detailed information regarding the names, affiliations and interests of BRPM's and FaZe’s directors and executive officers in the Proxy Statement/Prospectus. Information concerning the interests of BRPM's participants in the solicitation, which may, in some cases, be different than those of BRPM's stockholders generally, are set forth in the Proxy Statement/Prospectus.
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Although all information and opinions expressed in this Presentation, including market data and other statistical information, were obtained from sources believed to be reliable and are included in good faith, FaZe and BRPM have not independently verified the information and make no representation or warranty, express or implied, as to its accuracy or completeness. Some data is also based on the good faith estimates of FaZe and BRPM, which are derived from their respective reviews of internal sources as well as the independent sources described above.

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INVESTMENT THESIS
INVESTMENT THESIS

1. **Leading Digital Native Lifestyle Brand**
   - FaZe has expanded past its gaming roots and is becoming a voice of youth culture with ~500mm (1) combined social media reach and an estimated 130mm (2) uniques as of March 31, 2022.
   - More cross platform actions than the next 8 Esports organizations combined (3).

2. **Diversified Multiplatform Monetization Strategy**
   - Organic growth from sponsorships, content, merchandise, Esports, international expansion, and other IP verticals presents opportunity to increase monetization per audience (4).

3. **Global Market Growth**
   - The global video streaming market is expected to grow at a CAGR of 21% from 2021E to 2028E (5).
   - ~3.1bn global players (6).
   - 530mm+ Esports audience expected to grow at 6%+ per year (7).

4. **Lucrative and Hard to Reach Demographic**
   - 80% of FaZe audience between 13 and 34 years old – a demographic which is challenging for advertisers to reach with traditional media (8).
   - Gen Z expected global income of $33tn by 2030E (9).

5. **Scalable Future M&A Growth**
   - Opportunities for strategic and financial synergies across several verticals.
   - FaZe believes that it can be the conduit between the digital and real world, a challenging area for traditional brands and industries.

6. **Strong Financial Profile**
   - FaZe provides a powerful combination of expected strong growth, capital efficiency and a rapid path to profitability with no pro forma debt.

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(1) Twitter, Instagram, TikTok, YouTube, Twitch. See "Key Performance Indicators – Total Reach" on pg. 211 of the Proxy Statement/Prospectus for additional detail on how FaZe calculates its social media reach.
(2) Unique audience represents total subscribers to FaZe owned and FaZe talent channels on YouTube as of March 31, 2022.
(6) Newzoo "Global Games Market Report", April 2022. Player is defined as anyone who has played games on PC, console, or mobile device in the last 6 months.
(8) YouTube, management analysis.
WHAT IS FAZE?[1]

LEADING YOUTH CULTURE BRAND AND PLATFORM FORGED BY AND FOR DIGITUALLY NATIVE GENERATIONS

Voice of a Generation
- Gen Z expected global income of $33tn by 2030E[2]

Engagement of Loyal Fans
- Engagement on par with top traditional live sports leagues and teams[4]

Reach of Media Conglomerates
- ~500mm social media reach[3]

Influence of Global Celebrities
- FaZe is at the forefront of the new creator economy

(1) Displayed logos are illustrative examples of companies that share category characteristics with FaZe.
(3) Twitter, Instagram, TikTok, YouTube, Twitch.
FaZe Timeline

FaZe founded as a group of young trickshooters

FaZe YouTube hits 1mm subs (1) (one of first Esports teams to reach milestone)

Signed sponsorship deal with G FUEL

Lee Trink becomes FaZe CEO

First Esports team (Call of Duty)

100mm+ total followers (2)

Signed sponsorship deal with Nissan

First YouTube gaming creator house

200mm+ total followers (2)

 sold out champion collab at ComplexCon / Shut down NY block pop up around FNCS (3)

Juice WRLD collab sells $1.7mm+ in 24 hours (3)

Crash NTWRK app with our Murakami collab, selling $1.2mm+ in a day (3)

Sign and develop Nuke Squad, and first female recruit Kalei

Offset joins FaZe

Nickmercs joins FaZe

Enter CDL with Cox via Atlanta FaZe

First FaZe5 contest, with over 200K applicants (3)

First international Esports championship (CSGO)

FaZe Clan named most talked about Esports team on Twitter (4)

Snoop Dogg joins FaZe talent collective & board

Announced FaZe1: Powered by Moonpay

~500mm total followers (2)

Deestroying joins FaZe

Ronaldo joins FaZe

Signed sponsorship deals with Ghost Energy and Door Dash

Disney apparel collab, “Mickey On The Grid”

Announce joint marketing initiative with NFL


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(1) YouTube.
(2) Twitter, Instagram, TikTok, YouTube, Twitch.
(3) Internal sales and audience data, management analysis.
(5) Instagram.
FaZe Has Become a Cultural Phenomenon

(1) Internal sales and audience data, management analysis.
(2) NFL “Super Bowl LVI Averages Audience of 112.3 Million Viewers, is Most-watched Show in Five Years”, February 2022
DISTINGUISHED MANAGEMENT TEAM & BOARD OF DIRECTORS

Lee Trink
- CEO of The LA Times & President & CEO of CBS Radio
- Previously a self-employed consultant
- Broad experience leading media, technology, and e-commerce businesses
- 20+ years of media experience including President of BMG US, CEO of Beluga Heights (partnership with Sony Music, Warner Music & Universal Music), music manager and music attorney
- Co-founded and served as CEO of music-tech investment fund, Raised in Space Ent.

Zach Katz
- Joined FaZe in 2022
- 20+ years of media experience, including President of IMG, CEO of Beluga Heights (partnership with Sony Music, Warner Music & Universal Music), music manager and music attorney
- Co-founder and CEO of music-tech investment fund, Raised in Space Ent.

Tammy Brandt
- Joined FaZe in 2021
- Broad experience leading legal departments across public and private companies
- 20+ years of legal and M&A experience including Dreamscape, DXC Technology, ServiceMesh, Toyota

Kai Henry
- Joined FaZe in 2020
- Background of working with top talent and overseeing creative ventures
- 15+ years of experience in media, marketing and talent management including founding SKREE TV, En Nai Clothing, SoL Republic Headphones

Helen Webb
- Joined FaZe on an interim basis in 2022
- Previously a self-employed consultant, providing outsourced C-Suite solutions for investment management firms and investment funds
- 30+ years of finance experience including Post Advisory Group, Wilshire Associates

Andre Fernandez
- CFO of WeWork Inc. (2022)
- Senior Advisor to Lee Trink (2022)
- Executive Vice President & CFO of NCR Corp. (2018 – 2020)
- Board experience includes Buffalo Wild Wings, National Association of Broadcasters

Angela Dalton
- Founder & CEO of Signum Growth Capital, specializing in videogaming, mass-market culture, and NFTs
- Managing Partner of Technology at Signum Global Advisors (2018 – 2019)
- Managing Director & Sector Head of TMT at Guggenheim Securities (2015 – 2018)

Bruce Gordon
- Partner & member of the executive management committee of The ExCo Group (2012 – present)
- Senior Media Advisor to A+E Networks (2014 – present)
- Previous executive experience at The Walt Disney Company, Disney Interactive Media Group, and Disney/ABC-owned television stations

Calvin “Snoop Dogg” Broadus Jr.
- American rapper, singer, songwriter, actor, record producer, DJ, media personality, and entrepreneur
- Executive Creative & Strategic Consultant at Def Jam Records
- Experience building businesses such as Snoop Youth Football League

Daniel Shribman
- Chief Investment Office of B. Riley Financial Corp. (2019 – present)
- President of B. Riley Principal Investments (2018 – present)
- CEO of B. Riley Principal 150 Merger Corp. (2021 – present)
- Board experience includes Fos Energy Enterprises, Alta Equipment Group, The Arena Group

Nick Lewin
- Co-owner & CEO of Atlanta Esports Ventures; Operating the Atlanta FaZe in the Call of Duty League and the Atlanta Reign in the Overwatch League
- Chairman of the Board for Esports Establishment Labs (2015 – present)
- General Partner of Crown Predator Holdings (2008 – present)
- Additional board experience includes Halo Maritime Defense Systems

Paul Hamilton
- Co-founder & CEO of Atlanta Esports Ventures; Operating the Atlanta FaZe in the Call of Duty League and the Atlanta Reign in the Overwatch League
- Chairman & CEO of The Arena Group (2019 – present)
- Operating Sports Illustrated, TheStreet
- CEO of The Los Angeles Times & Tribune Interactive (2017 – 2019)
- Co-founder of Whisper Advisors
- CEO roles at Guggenheim Digital Media, Yahoo,

Mickie Rosen
- 30 years of operating, strategy, and board experience at the intersection of media, technology and e-commerce including Yahoo, Fox, Disney, Fabletics, Pandora, Hulu, and Fandango
- Board experience includes Bank of Queensland, Ascendant Digital Acquisition Corp. I, Fabotics

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**FAZE IS AMONG THE MOST RECOGNIZABLE SPORTS BRANDS WORLDWIDE**

Cross Platform Actions\(^{(1)}\)

<table>
<thead>
<tr>
<th>Entity</th>
<th>Organization</th>
<th>Athletes</th>
<th>Total Followers</th>
</tr>
</thead>
<tbody>
<tr>
<td>FaZe(^{(3)})</td>
<td>34.3</td>
<td>463.8</td>
<td>498.1</td>
</tr>
<tr>
<td>Lakers(^{(4)})</td>
<td>31.2</td>
<td>245.4</td>
<td>276.7</td>
</tr>
<tr>
<td>Warriors(^{(4)})</td>
<td>38.0</td>
<td>106.4</td>
<td>144.4</td>
</tr>
<tr>
<td>Cowboys(^{(5)})</td>
<td>10.3</td>
<td>16.5</td>
<td>26.8</td>
</tr>
<tr>
<td>Yankees(^{(4)})</td>
<td>7.4</td>
<td>11.4</td>
<td>18.8</td>
</tr>
<tr>
<td>Red Sox(^{(4)})</td>
<td>5.0</td>
<td>2.7</td>
<td>7.7</td>
</tr>
</tbody>
</table>

FaZe has transcended Esports / gaming to rank among the largest sports brands in the world\(^{(1)}\)

---


\(^{(2)}\) Twitter / Instagram / TikTok / YouTube / Twitch.

\(^{(3)}\) As of March 31, 2022.

\(^{(4)}\) As of July 7, 2022.

\(^{(5)}\) Athlete follower total as of September 2021. Organization total as of July 7, 2022.
FaZe Has Significant Runway for Monetization

Monetization Per Audience Member

**Sports**

<table>
<thead>
<tr>
<th>Unique Annual Viewers</th>
<th>Est. Unique Audience</th>
<th>Average Subscribers</th>
<th>Daily Active Users</th>
</tr>
</thead>
<tbody>
<tr>
<td>118</td>
<td>133</td>
<td>200</td>
<td>~130</td>
</tr>
<tr>
<td>79</td>
<td>~130</td>
<td>82</td>
<td>1,840</td>
</tr>
<tr>
<td>133</td>
<td>~130</td>
<td>79</td>
<td>192</td>
</tr>
<tr>
<td>326</td>
<td>~130</td>
<td>83</td>
<td>265</td>
</tr>
</tbody>
</table>

FaZe has more social interactions than the next 8 Esports teams combined.

Floyd Mayweather earned $275mm for McGregor fight representing $64 per U.S. PPV (4.3mm).

Relative Audiences (mm)

- FaZe
- Traditional Media
- Digital Media

- Esports
- NBA
- NFL
- NCAA
- NFL
- Traditional Media
- Digital Media
- Facebook
- Twitter
- Instagram

FaZe has significant growth potential as monetization improves on massive audience.

(2) SNL Kagan “TV Network Summary”.
(3) SEC Edgar Filings.
(4) Illustrative example only; should not be relied upon as providing assurances of future trends of monetization per audience member. Forbes “How Floyd Mayweather Made A Record $275 Million For One Night Of Work”, June 2018.
(6) Based on 2021A Revenue. Unique audience represents total subscribers to FaZe owned and FaZe talent channels on YouTube as of March 31, 2022.
FaZe is the Unmatched Leader in Gaming Entertainment

Esports Cross Platform Actions (1)

FaZe has more social interactions than the next 8 Esports organizations combined

FaZe
G2 Esports
Rex Regum QEQON
NRG
TSM
mibr
Team Secret
Fnatic
Pain Gaming
Team Vitality

INDUSTRY DYNAMICS
Gen Z will Revolutionize Consumption

- Estimated Global Income by 2030E\(^{(1)}\): $33tn
- 49% Get Their News from Social Media\(^{(2)}\)
- 40% Prefer Hanging Out With Friends Virtually\(^{(1)}\)
- 61% Prefer to Watch Esports Over Traditional Sports\(^{(1)}\)
- Average Watched Videos Per Day\(^{(1)}\): 68

Ways to Reach Young Audiences Evolving

- Share of U.S. Marketers Using Influencer Marketing\(^{(3)}\): % of Total U.S. Marketers with 100+ Employees
  - 2019: 55%
  - 2020: 62%
  - 2021: 68%
  - 2022E: 73%

New Digital Content Reaching Young Audiences

- Travis Scott Fortnite Concert:
  - 27.7mm live in-game participants / 167mm YouTube views\(^{(4)}\)
  - One of the largest in-game concerts ever

- Virtual K-pop Girl Group, K/DA:
  - >450mm views on most popular video\(^{(5)}\)
  - Composed of League of Legends heroes

- League of Legends World Championship Finals:
  - ~100mm unique viewers in 2018\(^{(6)}\)
  - Greater viewership than the Super Bowl in 2019

Notes:

5. YouTube.
6. CNBC “This Esports Giant Draws in More Viewers Than the Super Bowl, and It’s Expected to Get Even Bigger”, April 2019.
FAZE WELL POSITIONED WHILE TRADITIONAL SPORTS FACING PRESSURE

Traditional Sports Have Seen Recent Headwinds

2019-2022 % Change in Broadcast Viewership

<table>
<thead>
<tr>
<th>Event</th>
<th>2019-2022 % Change</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stanley Cup</td>
<td>(8%)</td>
</tr>
<tr>
<td>NBA Final</td>
<td>(16%)</td>
</tr>
<tr>
<td>World Series</td>
<td>(16%)</td>
</tr>
<tr>
<td>Daytona</td>
<td>(3%)</td>
</tr>
<tr>
<td>Super Bowl</td>
<td>1%</td>
</tr>
</tbody>
</table>

* Esports audience +34% from 2019 to 2022
* Esports audience projected +20% from 2022 to 2025

Traditional Sports Skew Older

% of Audience Under 34

80% 45% 37% 29% 24% 14%


FaZe's core audience, 13-34 yr. old, is a demographic that is increasingly difficult to reach with other media.
MULTI PLATFORM MONETIZATION STRATEGY

Esports / Gaming
- Prize money
- Digital items
- League participation
- Transfers

Brand Sponsorship
- Sponsors
- Scatter
- Branded content

Consumer Products
- Branded goods
- Player deals / collabs
- Mass retail

Content
- Owned + talent network
- Ad revenue
- Long form content

International
- Replicate business model
- New markets
- Local talent
Position at the forefront of the new creator and digital economy provides a diverse range of future opportunities.
BRAND SPONSORSHIP: INCREASINGLY DIVERSE PARTNER ROSTER

Early FaZe Sponsors
- Primarily gaming and adjacent verticals

Recent FaZe Sponsors
- Mass appeal food and beverage, auto, technology etc.

- Larger corporations unable to reach Gen-Z demo through traditional media
- FaZe’s diversified content offerings and highly engaged Gen-Z audience
- Niche sponsorship categories continue to arise as companies become more specialized

FaZe’s Sponsorship portfolio has expanded as well-known sponsors have recognized the power, reach and affinity for the FaZe brand and core audience.
FaZe is evolving from a digital publisher into an IP engine, diversifying into different content verticals across a wide array of platforms.

(1) Represents illustrative potential opportunities / partners.

FaZe is a Digital Publisher with a Focus on Creating IP for the Future
CONSUMER PRODUCTS: GROWING FAZE AS AN ESPORTS / GAMING LIFESTYLE BRAND

Growth expected to accelerate as depth and breadth of consumer product offerings and distribution expand

(1) Represents illustrative potential opportunities.
Esports is key to building and reinforcing the FaZe brand, particularly internationally given the global nature of the competitions and rosters.

FaZe has competed professionally for ~10 years and continues to seek out new opportunities to expand its reach.

FaZe plans to continue to enter new games like Rocket League that expand FaZe brand and presence domestically and internationally.

Expansion Opportunities

- League of Legends
- Wild Rift
- Halo
- Apex Legends
- Free Fire
- Mobile Legends
- Call of Duty League
- CS:GO
- Valorant
- Rocket League
- PUBG Mobile
- FIFA 21
- FIFA Online 4
- Fortnite
- Rainbow Six: Siege

(1) Represents illustrative potential opportunities.
THE END