



June 25, 2025

To whom it may concern,

Company name: Sun* Inc.
Representative: Taihei Kobayashi
Representative Director
(Code:4053, TSE Prime Market)
Contact: Yuya Fukutomi
Executive Officer and CFO
Mail: ir@sun-asterisk.com

Notice Concerning Acquisition of Shares of GlobalGear Co. Ltd. (to Make It a Subsidiary)

Sun* hereby announces that at the board of directors meeting held on June 25, 2025, it resolved to acquire 100% of the issued shares of Global Gear Co. Ltd. (hereinafter referred to as GG) and make it a subsidiary as follows.

1. Reason for acquisition of shares

The Sun* Group has a vision of "Create a world where everyone has the freedom to make awesome things that matter." and is currently operating a digital creative studio business with over 2,000 engineers and creators in six cities in four countries. The Group has strengths in business development that integrates business, tech, and creativity, and has supported the development of over 1,000 services to date. Leveraging this experience and a wide range of professional talent in the creative field, the Group is also developing entertainment services. In the entertainment sector, we operate Trys Inc., which undertakes smartphone games and illustration production, as well as blockchain games, and ALLLY, a fan club app operation system for professional artists, while also working to build new revenue bases through proactive investment.

GG is a company that plans, develops, and operates smartphone game apps under the vision of "Bringing Fun to Everyone Casually." GG has released over 170 apps to date, focusing on "casual games" that anyone can easily enjoy in their spare time. GG handles all production processes in-house, and has the development capabilities to continuously release new titles and planning capabilities to create popular series that have been downloaded more than 20 million times in total.

With this acquisition, our group will enter the casual game business, and through synergies such as mutual sharing of game production know-how and mutual utilization of human resources with GG, we will accelerate the growth of the casual game business and aim to achieve our vision of "a world where everyone can become absorbed in value creation" by making it a growth driver in the entertainment sector.

2. Overview of the subsidiary (Global Gear Co. Ltd.) subject to change

(1) Name	Global Gear Co. Ltd.
(2) Location	Nishitetsu Watanabedori Building, 2-9-22 Watanabedori, Chuo-ku, Fukuoka City
(3) Job title and name of representative	Hiroshi Tahara (Representative Director)
(4) Description of business	Development of mobile applications for smartphones
(5) Share capital	3 million yen

(6)	Date of establishment	January 23, 2013		
(7)	Major shareholders and ownership ratios	KLab Inc.(100%)		
(8)	Relationship between the Company and said company	Capital relationship	Not applicable	
		Personnel relationship	Not applicable	
		Business relationship	Not applicable	
(9)	Consolidated operating results and consolidated financial positions of said company for the last three years			
	As of / Fiscal year ended	Dec.31, 2022	Dec.31, 2023	Dec.31, 2024
	Consolidated net assets	889 million yen	619 million yen	389 million yen
	Consolidated total assets	980 million yen	721 million yen	432 million yen
	Consolidated net assets per share	14 million yen	10 million yen	6 million yen
	Consolidated net sales	493 million yen	584 million yen	490 million yen
	Consolidated operating profit	245 million yen	351 million yen	242 million yen
	Consolidated ordinary profit	302 million yen	362 million yen	248 million yen
	Profit attributable to owners of parent	182 million yen	230 million yen	169 million yen
	Consolidated earnings per share	3 million yen	3 million yen	2 million yen
	Dividend per share (Yen)	-	8 million yen	6 million yen

3. Overview of the counterparty to the acquisition of shares

(1)	Name	KLab Inc.		
(2)	Location	Roppongi Hills Mori Tower 6-10-1 Roppongi, Minato-ku, Tokyo, Japan		
(3)	Job title and name of representative	Tetsuya Sanada (Representative Director and President)		
(4)	Description of business	Planning, development, and operation of mobile online games		
(5)	Share capital	6,456 million yen		
(6)	Date of establishment	August 1, 2000		
(7)	Net assets	10,661 million yen (as of the end of March 2025)		
(8)	Total assets	16,125 million yen (as of the end of March 2025)		
(9)	Major shareholders and ownership ratios	The Master Trust Bank of Japan, Ltd. (Trust Account) 10.78% Other 89.22%		
(10)	Relationship between the Company and said company	Capital relationship	Not applicable	
		Personnel relationship	Not applicable	
		Business relationship	Not applicable	
		Related party relationship	Not applicable	

4. Number of shares acquired, acquisition costs, and shareholding before and after acquisition

(1) Number of shares held before the change	0 shares (Number of voting rights: 0 units) (Ratio of voting rights held: 0.0%)
(2) Number of shares to be acquired	60 shares (Number of voting rights: 60 units)
(3) Acquisition costs	1,100 million
(4) Number of shares held after the change	60 shares (Number of voting rights: 60 units) (Ratio of voting rights held: 100.0%)

*The acquisition price was calculated by a third party and deemed reasonable.

5. Timetable

(1) Date of resolution at the meeting of the Board of Directors	June 25, 2025
(2) Date of conclusion of the agreement	June 25, 2025
(3) Date of commencement of share transfer	July 1, 2025 (scheduled)

6. Outlook

The impact of this share acquisition on the Group's consolidated business performance and financial position for this fiscal year is currently under review, and we will promptly notify you if any matters to be disclosed arise. GG is scheduled to be included in the Group's consolidated business performance from the third quarter of the fiscal year ending December 2025.