



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 Business Alliance with KLab Inc.

Sun* announces that at the Board of Directors meeting held on June 25, 2025, it was resolved to enter into a business partnership agreement with KLab Inc. (hereinafter referred to as KLab) as follows.

1. Details of business alliance

As announced in the " Notice Concerning Acquisition of Shares of GlobalGear Co. Ltd. (to Make It a Subsidiary)" dated June 25, 2025, the Company and KLab have engaged in dialogue since considering making GG a subsidiary, and have found the possibility of creating synergies in each other's growth strategies. The conclusion of this business alliance agreement is positioned as the first step for the Company Group and KLab to deepen mutual understanding from a long-term perspective and explore various collaboration opportunities.

Through this business alliance, the Company Group will combine its resources, such as technology, know-how, experience and human resources, cultivated in its digital creative studio business with the know-how and human resources of GG, which will newly join the Company Group, and the know-how, experience, development and operation human resources, etc., cultivated by KLab in the global expansion of mobile online games, while promoting the business development of the Company Group and KLab, aiming to further business growth and maximize corporate value, and to achieve the vision of " Create a world where everyone has the freedom to make awesome things that matter."

2. Overview of the counterparty to the business alliance

KLab's mission is "Creating a world of Excitement" and the company is expanding its business centered on the global planning, development, and operation of large-scale mobile online games using globally competitive IP. Thanks to the development of global communication networks, the spread of smartphones, and the borderless nature of business areas, the IP content market, including games, is on a growth track on a global scale. In this business environment, KLab is not only accumulating business knowledge through the new development and stable operation of major titles, but is also encouraging employees to hone their skills and working to acquire and create excellent human resources in order to further develop its business.

(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

3. 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

4. Outlook

The impact of the conclusion of this business alliance agreement on our group's consolidated financial results is currently being examined, and if any matters that require disclosure arise in the future, we will promptly notify you.