



October 15, 2025

To whom it may concern,

Company name: Sun* Inc.
Representative: Taihei Kobayashi
Representative Director
(Code : 4053, TSE Prime Market)
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Notice Regarding Merger and Company Split (Incorporation-type Split) of Our Group Companies

Sun* hereby announces that at the board of directors meeting held on October 15, 2025, it resolved to merge (hereinafter "the merger") and split (incorporation-type split, hereinafter the split) its group companies as follows.

I. Merger of Trys Inc. (hereinafter "Trys") and Global Gear Co. Ltd. (hereinafter "GG")

1. Purpose for the merger

Our group's vision is "a world where everyone can immerse themselves in value creation." We currently operate a digital creative studio business with over 2,000 engineers and creators in six cities across four countries. We have strengths in business development that integrate business, tech, and creativity, and have supported the development of over 1,000 services to date. Leveraging this experience and a wide range of creative professional talent, we also offer entertainment services.

In the entertainment field, we operate Trys Inc., which undertakes smartphone games and illustration production, as well as a blockchain game business, and "ALLLY," a fan club app management system for professional artists. Furthermore, on July 1, 2025, under our vision of "Bringing Fun to Everyone," we acquired 100% of the issued shares of GG, a company that plans, develops, and operates smartphone game apps, making it a wholly owned subsidiary.

While achieving stable growth in our existing businesses, our Group aims to build a new revenue base through active investment in the entertainment sector and to achieve discontinuous growth through M&A.

As part of this effort, we have decided to accelerate the growth of our game business by concentrating the resources and know-how of our Group's game business and strengthen our revenue base in the entertainment sector by merging our wholly owned subsidiaries Trys and GG, with Trys as the surviving company and GG as the disappearing company, and to change the trade name of the surviving company to Global Gear Inc. and issue new instructions.

Please note that as this merger is an absorption-type merger between our wholly owned subsidiaries and does not fall under the timely disclosure standards of the Tokyo Stock Exchange, some disclosure items and details have been omitted.

2. Overview of the merger

(1) Merger schedule

Board of Directors Meeting Approving the Merger Agreement (Sun*)	October 15, 2025
Board of Directors Meeting Approving the Merger Agreement (Trys)	October 22, 2025 (Scheduled)
Board of Directors Meeting Approving the Merger Agreement (GG)	October 22, 2025 (Scheduled)
Merger agreement execution date	October 22, 2025 (Scheduled)
Shareholders meeting to approve merger agreement (Trys)	December 22, 2025 (Scheduled)
Shareholders meeting to approve merger agreement (GG)	December 22, 2025 (Scheduled)
Merger effective date	January 1, 2026 (Scheduled)

(2) Type of merger

This is an absorption-type merger in which Trys will be the surviving company and GG will be the disappearing company.

(3) Details of allocation related to the merger

As the merger will be an absorption-type merger between wholly owned subsidiaries of the Company, no consideration will be paid as a result of the merger and there will be no increase or decrease in the amount of capital on the effective date of the merger agreement.

(4) Handling of stock acquisition rights and bonds with stock acquisition rights following the merger

Not applicable.

3. Overview of the merging companies

	Surviving company	Disappearing company
(1) Name	Trys Inc.	Global Gear Co. Ltd.
(2) Location	Chiyoda-ku, Tokyo, Japan	Fukuoka City
(3) Job title and name of representative	Taihei Kobayashi (Representative Director, Executive Officer, CEO)	Ryuji Sato (Representative Director)
(4) Description of business	Contract production of smartphone games and illustrations, blockchain game business	Planning, development and operation of smartphone game apps
(5) Share capital	100 million yen	3 million yen
(6) Date of establishment	February 2008	January 2013
(7) Number of issued shares	27,805 shares	60 shares
(8) Fiscal year end	December 31	December 31
(9) Major shareholders and ownership ratios	Sun* Inc. 100%	Sun* Inc. 100%

4. Post-merger situation (Scheduled)

Name	Description of business
Description of business	Share capital

Date of establishment	Date of establishment
Location	Number of issued shares
Job title and name of representative	Fiscal year end
Share Capital	Major shareholders and ownership ratios
Fiscal year end	December 31
Major shareholders and ownership ratios	Sun* Inc.

5. Outlook

The impact of this merger on our consolidated financial results for the fiscal year ending December 2025 is expected to be minor.

II. Corporate split from Global Gear Co. Ltd. (name changed to the absorbed company name after the merger, hereinafter referred to as New GG) to Trys Inc. (new company split, hereinafter referred to as New Trys)

1. Purpose of the company split

After the merger, New GG's game business and creative business, which handles contract illustration production, etc., will be separated into separate companies to clarify the responsibility structure for the business, speed up decision-making, and improve management efficiency. In this way, New Trys will be established through an incorporation-type split, and creative business will be inherited by New Trys.

2. Overview of the split

(1) Split schedule

Date of Board of Directors' resolution approving the split plan (Sun*)	October 15, 2025
Date of Board of Directors' resolution approving the split plan (Trys)	October 22, 2025 (Scheduled)
Shareholders meeting to approve the split plan	December 22, 2025 (Scheduled)
Date of effective date of split	January 5, 2026 (Scheduled)

(2) Split method

This is an incorporation-type split in which New GG will be the split company and New Trys will be the newly established company.

(3) Allocation of shares related to the split

In connection with the split, New Trys will issue 27,805 common shares, all of which will be allocated to New GG, the splitting company. At the same time, New GG will allocate all of the shares allocated to it to the Company, its wholly owning parent company, as a dividend from retained earnings.

(4) Handling of stock acquisition rights and bonds with stock acquisition rights following the split

Not applicable.

(5) Increase or decrease in capital due to the split

There will be no increase or decrease in new GG's capital as a result of this split.

(6) Rights and obligations inherited by the newly established company

The newly established company, New Trys, will inherit the assets, liabilities, contracts, and other associated rights and obligations of this business.

(7) Prospects for fulfilling obligations

We believe that there will be no problems in the prospects for fulfilling the obligations that New GG and New Trys will assume in the split.

3 . Overview of the companies involved in the split

	Split company	New company
Name	Global Gear Co. Ltd.	Trys Inc.
Location	Fukuoka City	Chiyoda-ku, Tokyo, Japan
Job title and name of representative	Ryuji Sato (Representative Director)	Taihei Kobayashi (Representative Director, Executive Officer, CEO)
Description of business	Planning, development, operation and contract production of smartphone games, blockchain game business	Commissioned production of illustrations, web comics, etc.
Share capital	100 million yen	60 million yen
Date of establishment	February 2008	January 2026
Number of issued shares	27,805shares	27,805shares
Fiscal year end	December 31	December 31
Major shareholders and ownership ratios	Sun* Inc. 100%	Sun* Inc. 100%

4 . Overview of the business division to be split

(1) Description of business

Commissioned production of illustrations, web comics, etc

(2) Operating results of the business to be split (fiscal year ending December 2024)

Sales 563 million yen

(3) Assets and liabilities to be split and their book values (as of the end of December 2024)

Assets		Liabilities	
Current assets	158 million yen	Current liabilities	65 million yen
Fixed assets	37 million yen	Long-term liabilities	5 million yen
Total	195 million yen	Total	69 million yen

5 . Outlook

The impact of this merger on our consolidated financial results for the fiscal year ending December 2025 is expected to be minor.

Reference: Scheme diagram for mergers and company splits (incorporation-type splits) of our group companies

