

In-Fight AMM

"The first real-time prediction market specialized for combat sports."

- ⓘ • Entry: [The Walrus Haulout Hackathon](#)
- Track: Provably Authentic (Truth Engine + Trust Oracle)
- Founder: [Kyohei Ito](#) & [James Xu](#)
- Status: Prototyping & Raising Pre-Seed

Combat Sports: \$1.5B Market, Basic Experience

The global combat sports industry presents a paradox: massive scale with underdeveloped digital fan engagement.

\$1.5B

Global MMA Market Value

640M

Worldwide Fan Base

The Unfilled Digital Gap

- Fans are predominantly passive viewers.
- No real-time participation or interaction during events.

A colossal market with **640 million fans** is waiting for a truly engaging digital experience – a clear opportunity.

Team: WEB3 FIGHTERS



James Xu

Former Pro Kickboxer

- Deep knowledge of the China–Japan combat sports ecosystem.
- Proven Web3 builder with RWA expertise, including cross-chain integration and ve-tokenomics.



Kyohei Ito

Aikido Black Belt

- CTO / Japan Lead experience across top web3 firms.
- Delivered Sony blockchain R&D, MAZDA Web3 mentorship, and the Netflix-backed Tomie NFT sale etc..

Web3 x Combat Sports Framework

Phase	Strategic Objective	Use Cases
Athlete Development	Build early-stage support and strengthen fighter-fan ties	<ul style="list-style-type: none">Issue “development tokens” for rookie fightersPre-sponsorship support community
Pre-Match / Matchmaking	Visualize demand and reflect fan intent in matchmaking decisions	<ul style="list-style-type: none">Fans vote on desired matchupsGenerate demand scores for fighter pairingsProvide evidence-backed input for matchmaking decisions
Post-Match Decision	Quantify fan expectations and generate narratives before the event	<ul style="list-style-type: none">Lock-in style prediction marketsLSMR-based pricing even with zero liquidityUse fan sentiment as promotional and storytelling content
During Match	Create real-time economic activity and deepen live engagement	<ul style="list-style-type: none">NFT ads on outfits or walk-in visualsSell round-based or moment-based ad placementsShare revenue among fighters, organizations, and the community
Post-Match	Extend engagement and retain users until the next event	<ul style="list-style-type: none">Victory NFTs, highlight collectibles, limited dropsExclusive post-fight reviews or behind-the-scenes content

Real-Time Prediction Market Integrated with Live Streaming

We will present an In-Fight prediction market, focused on the “During Match” phase.

Phase	Our Solution
During Match	A prediction market integrated with the live stream, optimized for combat sports through an LSMR-based AMM and instant settlement powered by Nautilus.



Why In-Fight Prediction Market?

01

MAX ENGAGEMENT

Fans reach peak excitement during the live fight.

02

CONTINUOUS BET

Each event has many matches, creating repeated engagement opportunities.

03

MARKET GAP

No real-time prediction market exists that is optimized for combat sports.

PROBLEM: Current Prediction Markets

Complex for Casual Fans

Platforms like Polymarket are too intricate for general combat sports fans, who seek quick, intuitive interaction rather than deep market analysis.

Delayed Settlement Cycles

Settlement often takes days, preventing users from quickly redeploying their funds for subsequent matches or real-time in-fight scenarios.

Static Odds Limitation

Odds cannot update dynamically with the second-by-second changes of a live fight, missing crucial real-time engagement opportunities.

Mismatch with Live Speed

These systems are fundamentally too slow and unresponsive to capture the instantaneous, rapidly evolving nature of live combat sports events.

We need a fast, simple system built specifically for live fights.

FEATURES: In-Fight AMM for Combat Sports

Combat-Optimized UI

Intuitive and easy for all sports fans — not just crypto traders.

Real-Time LSMR AMM

Dynamic position adjustments synced with live fight momentum, delivering true immersion.

Built on Sui

Sub-second finality and ~\$0.001 gas fees, supporting millions of simultaneous participants.

Nautilus-Powered Live Data Integration

Cryptographically verified stats from ONE / UFC (control time, strikes, takedowns)
→ Instantly reflected in the UI through a trustless Nautilus Oracle.

Ultra-Fast Market Settlement

Traditional: 3–7 days
→ In-Fight AMM: Claimable 10 minutes after the fight — enabling immediate re-entry into the next match.

DEMO: In-Fight Prediction Market



YouTube

In-Fight Prediction Market

TECH STACK: Why Nautilus?

Traditional centralized fight-data oracles are slow and opaque.

Nautilus provides a verifiable, trustless real-time oracle as the solution.

Verifiable Off-Chain Computation

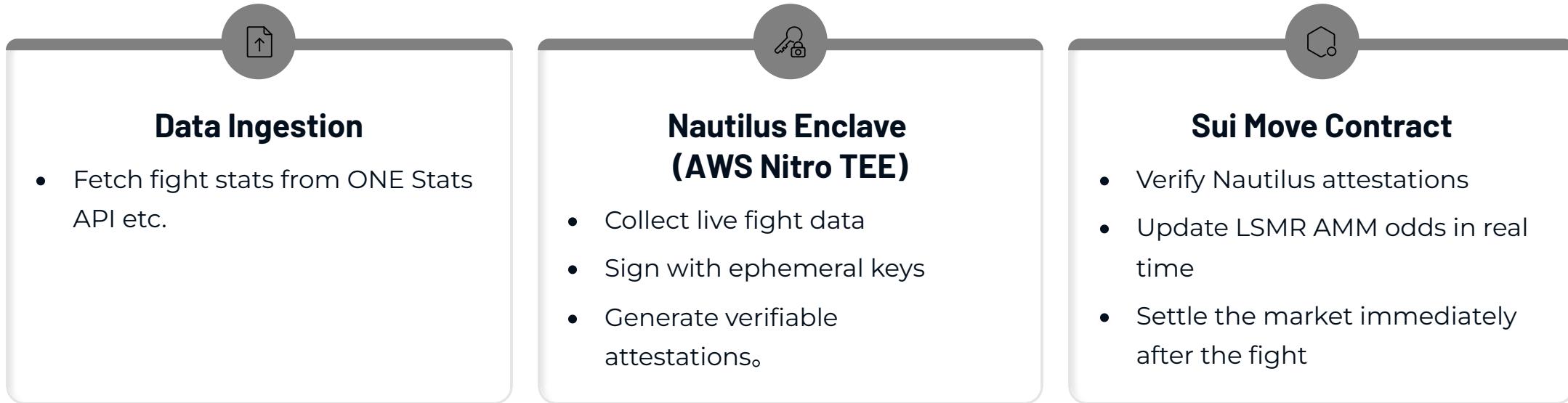
Instant Attestation → Ultra-Fast Settlement

Reproducible Builds

Fully Trustless Architecture



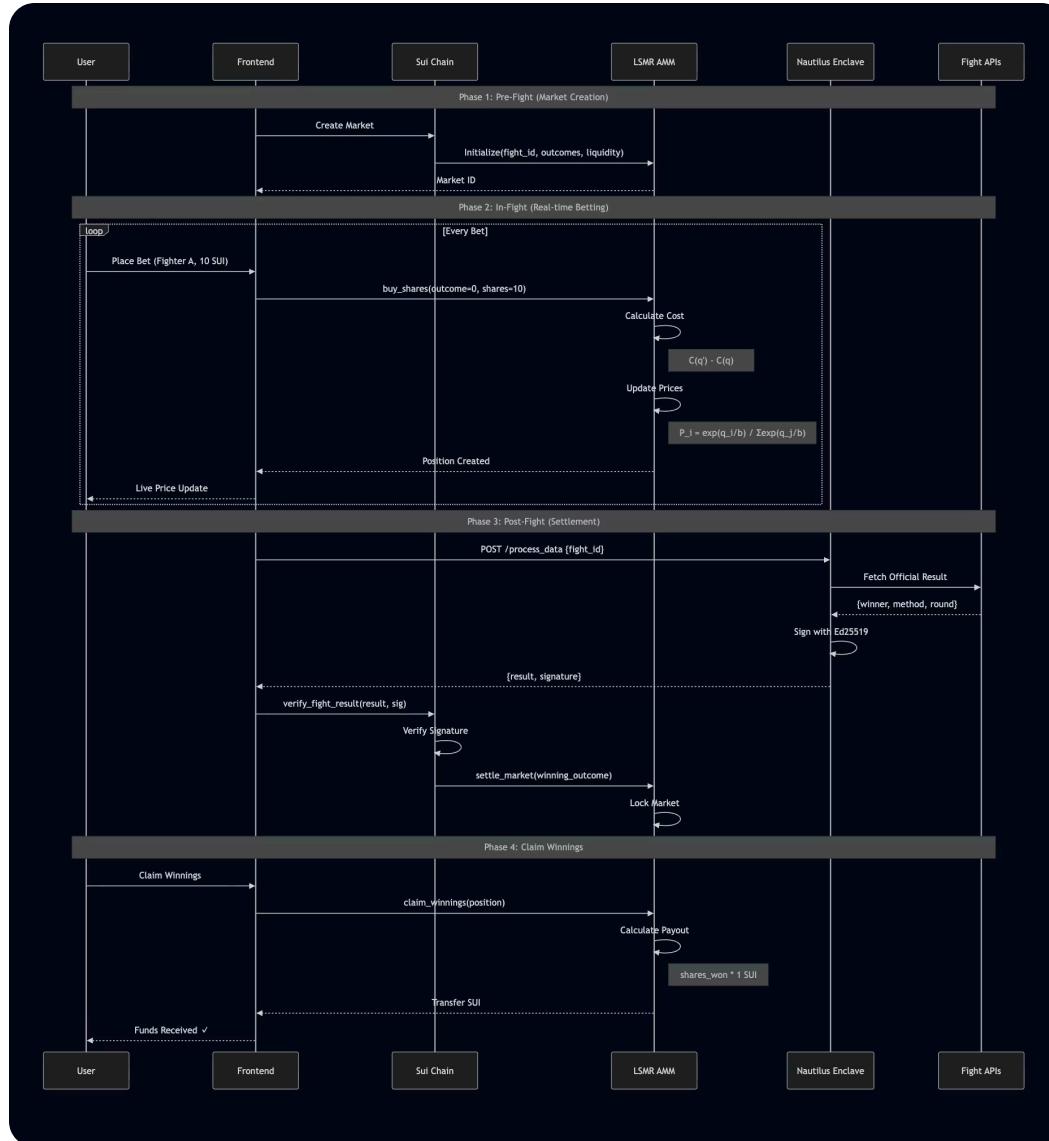
TECH STACK: Nautilus x In-Fight AMM



[docs/nautilus-architecture-diagrams.md](#) (Mermaid)

[LSMR AMM](#) (GitHub)

Architecture Diagrams



TRACTION: Combat Sports Partnerships

We will accelerate our expansion into the Japanese and Asian markets with a strong partner.

“

Wei Rui

The first K-1 champion from China. Partnerships secured

“

[CONFIDENTIAL]

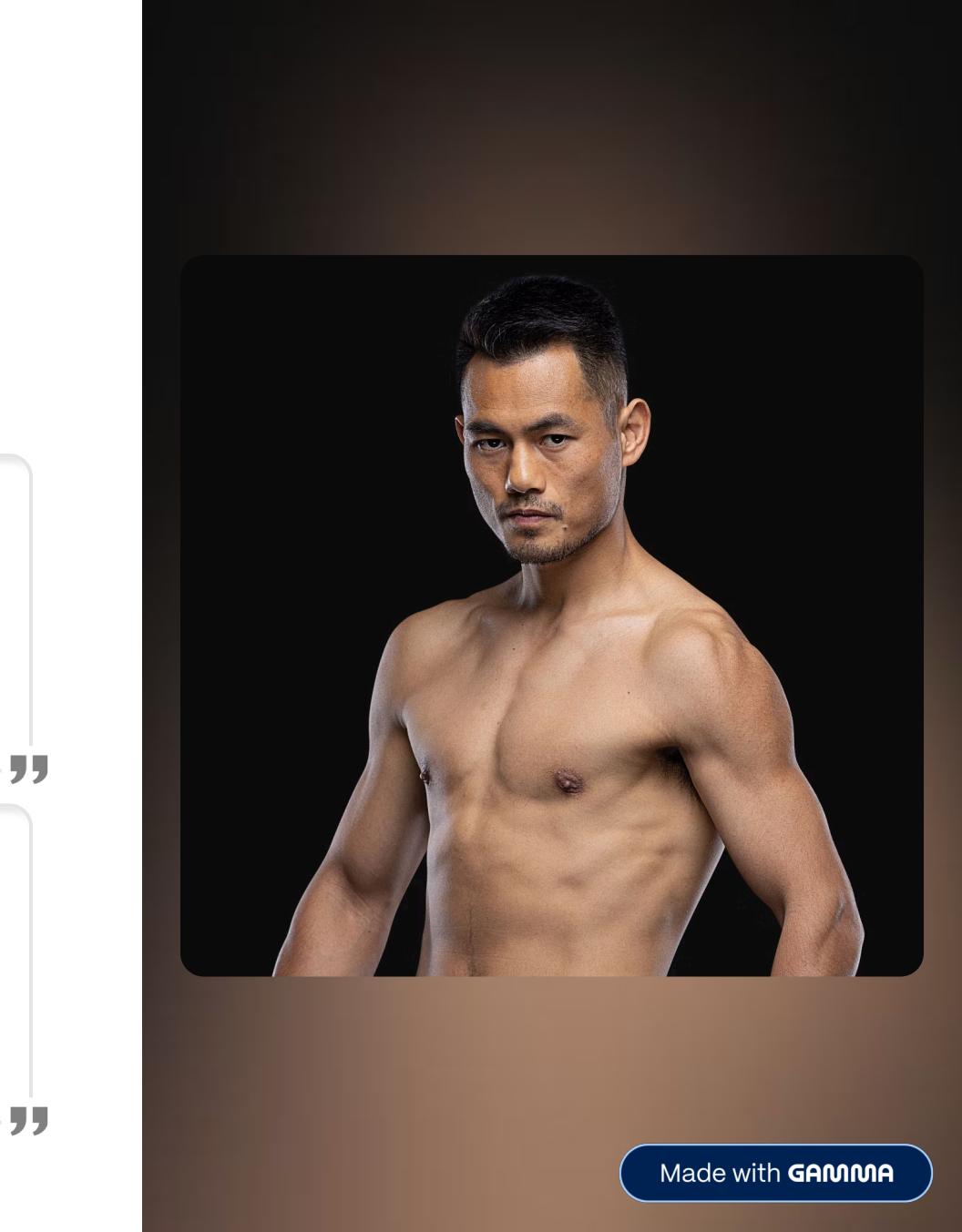
Japan's fastest-growing combat sports organization. Partnerships secured.

”

“

Major Japanese Combat Sports Orgs

We can access most major combat sports organizations in Japan, and we will scale rapidly across Japan and Asia with strong partners.



TRACTION:

Sui × ONE Championship

Tokyo Builder's Arena

“

Double Award Winner

2nd Place & ONE's Favorite Prize

“

Strong Go-to-Market Validation

Judges highlighted it as "***The Most Go-To-Market Pitch***"

”

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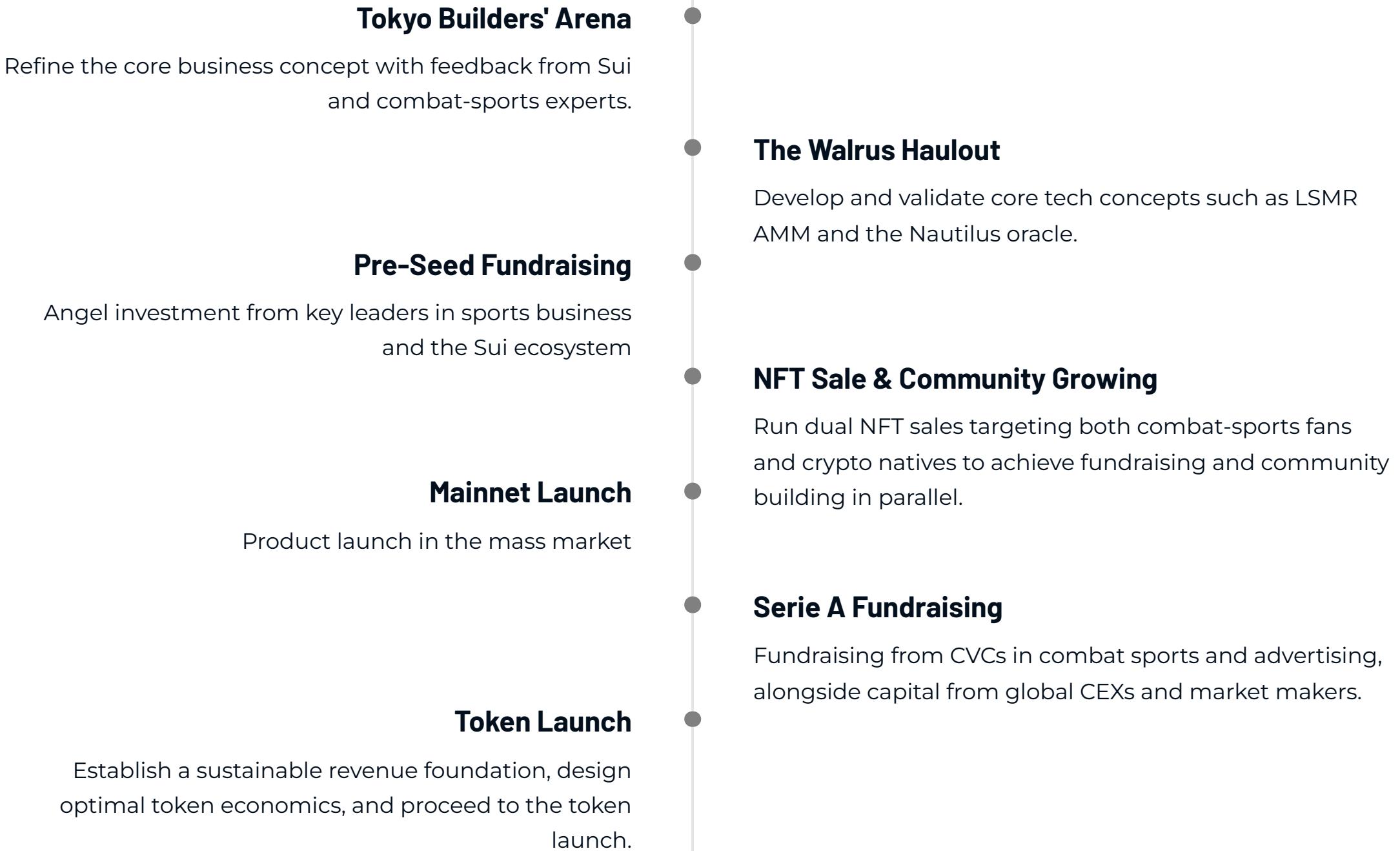
Advancing Toward Real Collaboration

Following the hackathon, we are now preparing concrete collaboration proposals. We are arranging meetings with ONE Championship, 3RDGEAR, Scallop, Soma Capital, Waseda University and other partners.

”



Roadmap



ENDING

Sui's Next Killer DApp

“

In-Fight AMM is more than a prediction market. It is a new entry point that connects millions of combat sports fans to Web3.

We are not just building an app on Sui —we are bringing the next tens of millions of fans onto Sui.



Made with **GAMMA**

APPENDIX



APPENDIX: MARKET & ISSUES

ONE Championship

World-class martial arts organization

Exceptional fighter quality and competitive level

Value of "Respect"

Philosophy that cherishes the essence of martial arts

High popularity in Japan

Strong foundation in the Asian market



APPENDIX: MARKET & ISSUES

JAPAN: RIZIN / BREAKINGDOWN

Story-first entertainment:

Transforming rivalries and personal narratives into content assets.

Social media-driven growth:

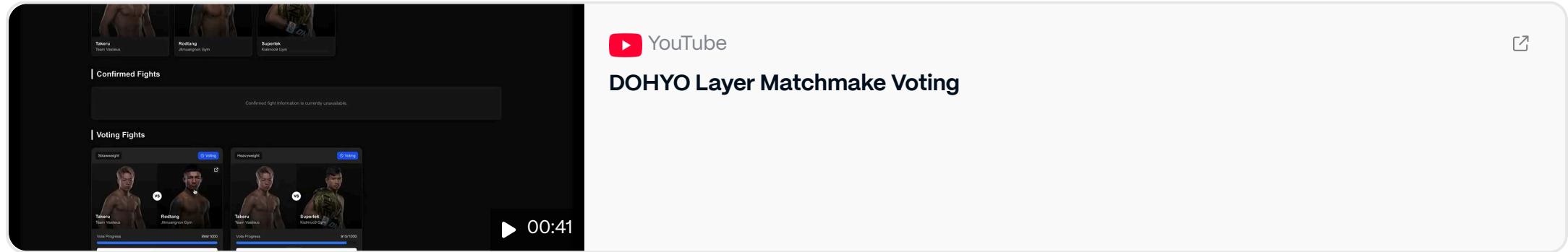
Massive amplification through short-form video and influencer dynamics.

High fan immersion:

Strong foundation in the Asian market

APPENDIX: PRE-MATCH

Demo: Community-driven matchmaking



APPENDIX: DURING-MATCH

Demo: Sponsor NFT



► 00:18



DOHYO Layer Video



APPENDIX: DURING-MATCH

Demo: Sponsor NFT

The image displays a digital interface for a sponsor NFT and a YouTube video thumbnail.

Digital Interface (Left):

- Header:** ONE 173
- Fighter Shorts:** A visual representation of black shorts with yellow trim and a small logo on the left thigh.
- Event Information:**
 - Event Name: ONE 173
 - Date: 2023/11/16
 - Venue: Ariake Arena
 - Opponent: Akimoto
- Slot Information:**
 - Slot Position: B [Left Leg Lower]
 - Status: Minted
 - NFT Information:
 - Wear Sponsorship #8
 - NFT holders can upload a logo
 - Buy on Market

YouTube Video (Right):

- Thumbnail: DOHYO Layer Sponsor NFT
- Duration: 01:14