Mappings

VGChartz

$$\forall id, g, c, pub, dev, s, y.\textbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \exists w.\textbf{SoftwareHouse}(pub, w) \tag{1a}$$

$$\forall id, g, c, pub, dev, s, y.\textbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \textbf{Publisher}(pub) \tag{1b}$$

$$\forall id, g, c, pub, dev, s, y.\textbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \textbf{publish}(pub, g) \tag{1c}$$

$$\forall id, g, c, pub, dev, s, y.\textbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \textbf{Developer}(dev) \tag{1d}$$

$$\forall id, g, c, pub, dev, s, y.\textbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \textbf{develop}(dev, g) \tag{1e}$$

$$\forall id, g, c, pub, dev, s, y.\textbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \textbf{Console}(c) \tag{1f}$$

$$\forall id, g, c, pub, dev, s, y.\textbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \exists ge.\textbf{Videogame}(g, ge) \tag{1g}$$

$$\forall id, g, c, pub, dev, s, y.\textbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \exists us, cs.\textbf{releasedFor}(g, c, us, cs, s, y) \tag{1h}$$

Gamedev

$$\forall x, y, n, t, ci, co, w.\textbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \textbf{SoftwareHouse}(n, w) \tag{2a}$$

$$\forall x, y, n, t, ci, co, w.\textbf{gamedev}(x, y, n, t, ci, co, w) \wedge (t = \text{``publisher''}) \rightarrow \textbf{Publisher}(n) \tag{2b}$$

$$\forall x, y, n, t, ci, co, w.\textbf{gamedev}(x, y, n, t, ci, co, w) \wedge (t = \text{``developer''}) \rightarrow \textbf{Developer}(n) \tag{2c}$$

$$\forall x, y, n, t, ci, co, w.\textbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \textbf{locatedIn}(n, ci, X, Y) \tag{2d}$$

$$\forall x, y, n, t, ci, co, w.\textbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \textbf{City}(ci) \tag{2e}$$

$$\forall x, y, n, t, ci, co, w.\textbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \textbf{hasCountry}(ci, co) \tag{2f}$$

$$\forall x, y, n, t, ci, co, w.\textbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \textbf{Country}(co) \tag{2g}$$

Corgis

$$\forall t, g, p.\textbf{spvg}(t, g, \dots, p, \dots) \rightarrow \textbf{SoftwareHouse}(p) \tag{3a}$$

$$\forall t, g, p.\textbf{spvg}(t, g, \dots, p, \dots) \rightarrow \textbf{Publisher}(p) \tag{3b}$$

$$\forall t, g, p.\textbf{spvg}(t, g, \dots, p, \dots) \rightarrow \textbf{publish}(p, t) \tag{3c}$$

$$\forall t, g, p.\textbf{spvg}(t, g, \dots, p, \dots) \rightarrow \textbf{Videogame}(t, g) \tag{3d}$$

Metacritic

$$\forall t, g.\textbf{datagenreX}(t, g) \rightarrow \textbf{Videogame}(t, g) \tag{4a}$$

$$\forall t, us, ms, p, r.\textbf{metacritic}(t, us, ms, p, r) \rightarrow \exists ge.\textbf{Videogame}(t, ge) \tag{4b}$$

$$\forall t, us, ms, p, r.\textbf{metacritic}(t, us, ms, p, r) \rightarrow \exists s.\textbf{releasedFor}(t, p, us, ms, s, r) \tag{4c}$$

$$\forall t, us, ms, p, r.\textbf{metacritic}(t, us, ms, p, r) \rightarrow \textbf{Console}(p) \tag{4d}$$

eSport data

$$\forall g, r, ge, te, oe, pp, tt.\textbf{generalED}(g, r, te, ge, oe, pp, tt) \rightarrow \textbf{Videogame}(g, ge) \tag{5a}$$

$$\forall g, r, ge, te, oe, pp, tt.\textbf{generalED}(g, r, te, ge, oe, pp, tt) \rightarrow \textbf{eSport}(g, te, oe) \tag{5b}$$

$$\forall d, g, e, pp, ne.\textbf{historicalED}(d, g, e, pp, ne) \rightarrow \textbf{Tournament}(d, e, pp, ne) \tag{5c}$$