

# 1 Mappings

## VGChartz

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

$$\forall id, g, c, pub, dev, s, y. \mathbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \mathbf{Publisher}(pub)$$

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

$$\forall id, g, c, pub, dev, s, y. \mathbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \mathbf{Developer}(dev)$$

$$\forall id, g, c, pub, dev, s, y. \mathbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \mathbf{develop}(dev, g)$$

$$\forall id, g, c, pub, dev, s, y. \mathbf{vgsales}(id, g, c, pub, dev, s, y) \rightarrow \mathbf{Console}(c)$$

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

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

## Gamedev

$$\forall x, y, n, t, ci, co, w. \mathbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \mathbf{SoftwareHouse}(n, w)$$

$$\forall x, y, n, ci, co, w. \mathbf{gamedev}(x, y, n, \text{"publisher"}, ci, co, w) \rightarrow \mathbf{Publisher}(n)$$

$$\forall x, y, n, ci, co, w. \mathbf{gamedev}(x, y, n, \text{"developer"}, ci, co, w) \rightarrow \mathbf{Developer}(n)$$

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

$$\forall x, y, n, t, ci, co, w. \mathbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \mathbf{City}(ci)$$

$$\forall x, y, n, t, ci, co, w. \mathbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \mathbf{hasCountry}(ci, co)$$

$$\forall x, y, n, t, ci, co, w. \mathbf{gamedev}(x, y, n, t, ci, co, w) \rightarrow \mathbf{Country}(co)$$

## Corgis

$$\forall t, g, p. \mathbf{spvg}(t, g, \dots, p, \dots) \rightarrow \mathbf{SoftwareHouse}(p)$$

$$\forall t, g, p. \mathbf{spvg}(t, g, \dots, p, \dots) \rightarrow \mathbf{Publisher}(p)$$

$$\forall t, g, p. \mathbf{spvg}(t, g, \dots, p, \dots) \rightarrow \mathbf{publish}(p, t)$$

$$\forall t, g, p. \mathbf{spvg}(t, g, \dots, p, \dots) \rightarrow \mathbf{Videogame}(t, g)$$

## Metacritic

$$\forall t, g. \mathbf{datagenreX}(t, g) \rightarrow \mathbf{Videogame}(t, g)$$

$$\forall t, us, ms, p, r. \mathbf{metacritic}(t, us, ms, p, r) \rightarrow \exists ge. \mathbf{Videogame}(t, ge)$$

$$\forall t, us, ms, p, r. \mathbf{metacritic}(t, us, ms, p, r) \rightarrow \exists s. \mathbf{releasedFor}(t, p, us, ms, s, r)$$

$$\forall t, us, ms, p, r. \mathbf{metacritic}(t, us, ms, p, r) \rightarrow \mathbf{Console}(p)$$

## eSport data

$$\forall g, r, ge, te, oe, pp, tt. \mathbf{generalED}(g, r, te, ge, oe, pp, tt) \rightarrow \mathbf{Videogame}(g, ge)$$

$$\forall g, r, ge, te, oe, pp, tt. \mathbf{generalED}(g, r, te, ge, oe, pp, tt) \rightarrow \mathbf{eSport}(g, te, oe)$$

$$\forall d, g, e, pp, ne. \mathbf{historicalED}(d, g, e, pp, ne) \rightarrow \mathbf{Tournament}(d, e, pp, ne)$$