Paikat table is referencing to pääsee table. With this refecence can the game know all possible transitions between the game places.

Hidingspot table is referencing to paikat table. This allows the game to know whenever or not there is a hiding spot in the current place the player is in.

guard table is referencing the paikat table. This allow the game to know where the guards are located.

pelihahmo table is referencing two tables. First the table is referencing the esine table, this makes it possible to list items that the player is currently holding. Secondly the pelihahmo table is referencing the paikka table. With this reference between tables can the player be placed in the game world and the players location can be tracked also.

Esine table is referencing to the paikat table. By doing this can the items be placed in the game world, as the esine table needs the location id to place items in the word.