

Wildcards	
PK	<u>IdWildcards int NOT NULL</u>
	EffectCode char(75) NOT NULL
	Worth int NOT NULL
	DescriptionEffect char(120) NOT NULL
FK1	IdGanador date NOT NULL

CarsdPlayerHall	
PK	<u>IdCarsdPlayerHall int NOT NULL</u>
FK1	IdHall int NOT NULL
FK2	IdPlayer int NOT NULL
FK3	IdCarsd int NOT NULL
	Celebrate bool NOT NULL
	AutomaticSelection bool NOT NULL
	DateDisplayed date NOT NULL
	SelectionDate date NOT NULL

Cards	
PK	<u>IdCarsd int NOT NULL</u>
	Name Char(50) NOT NULL
	Displacement decimal(10,2) NOT NULL
	Power decimal(10,2) NOT NULL
	Torque decimal(10,2) NOT NULL
	MaximumSpeed decimal(10,2) NOT NULL
	Model decimal(10,2) NOT NULL
	NumberCylinders decimal(10,2) NOT NULL



