Card(cardnr, cardtype, cost,name)

CardTreasure(*cardnr*, value)

CardAction(*cardnr*, effect)

CardVictory(*cardnr*, points)

Turn(turnnr, c*ardnr*, action, buy, coin)

Player(playernr, name)

Game(gamenr)

GamePlayer(gamenr,playernr,points)

TurnCardPlayer(turnnr,cardnr,playernr)

Onderlijnd : Primary key

*Cursief:* Foreign Key