

LR(1) grammar ('' is ϵ):

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(0) S' -> Book
(1) Book -> open story close
(2) story -> dialogue
(3) story -> dialogue story
(4) dialogue -> ifst
(5) dialogue -> flp
(6) dialogue -> whlp
(7) dialogue -> ast ;
(8) dialogue -> optionst
(9) dialogue -> decs ;
(10) ast -> NUMONEB ME
    ) ast -> NUMTWOB ME
(11) ast -> NUMFORB ME
    ) ast -> NUMATEB ME
(12) ifst -> hmm OPENP coin CLOSEP BEGIN story END
    ) flp -> since ast coin ; coin ; purpose CLOSEP BEGIN story END
(13) whlp -> as OPENP coin CLOSEP BEGIN story END
    ) optionst -> options OPENP purpose CLOSEP BEGIN option story END
(14) option -> option purpose :
    ) decs -> ME obtains purpose
(15) coin -> purpose LT purpose
    ) coin -> purpose GT purpose
(16) coin -> purpose LTE purpose
    ) coin -> purpose GTE purpose
    ) coin -> purpose DMATCH purpose
    ) coin -> purpose NMATCH purpose
    ) purpose -> goal ADDING goal
    ) purpose -> goal SUBTRACTING goal
    ) purpose -> task MULTIPLYING task
    ) purpose -> task DIVIDING task
    ) purpose -> num
    ) goal -> num
    ) task -> num
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LR(1) Item	LR(1) Item
S' -> Book	S' -> Book
Book -> open story close	Book -> open story close
story -> dialogue	story -> dialogue
story -> dialogue story	story -> dialogue story
dialogue -> ifst	dialogue -> ifst
dialogue -> flp	dialogue -> flp
dialogue -> whlp	dialogue -> whlp
dialogue -> ast ;	dialogue -> ast ;
dialogue -> optionst	dialogue -> optionst
dialogue -> decs ;	dialogue -> decs ;
ast -> NUMONEB ME	ast -> NUMONEB ME
ast -> NUMTWOB ME	ast -> NUMTWOB ME
ast -> NUMFORB ME	ast -> NUMFORB ME
ast -> NUMATEB ME	ast -> NUMATEB ME
ifst -> hmm OPENP coin CLOSEP BEGIN story END	ifst -> hmm OPENP coin CLOSEP BEGIN story END
flp -> since ast coin ; coin ; purpose CLOSEP BEGIN story END	flp -> since ast coin ; coin ; purpose CLOSEP BEGIN story END
whlp -> as OPENP coin CLOSEP BEGIN story END	whlp -> as OPENP coin CLOSEP BEGIN story END
optionst -> options OPENP purpose CLOSEP BEGIN option story END	optionst -> options OPENP purpose CLOSEP BEGIN option story END
option -> option purpose :	option -> option purpose :
decs -> ME obtains purpose	decs -> ME obtains purpose
coin -> purpose LT purpose	coin -> purpose LT purpose
coin -> purpose GT purpose	coin -> purpose GT purpose
coin -> purpose LTE purpose	coin -> purpose LTE purpose
coin -> purpose GTE purpose	coin -> purpose GTE purpose
coin -> purpose DMATCH purpose	coin -> purpose DMATCH purpose
coin -> purpose NMATCH purpose	coin -> purpose NMATCH purpose
purpose -> goal ADDING goal	purpose -> goal ADDING goal
purpose -> goal SUBTRACTING goal	purpose -> goal SUBTRACTING goal
purpose -> task MULTIPLYING task	purpose -> task MULTIPLYING task
purpose -> task DIVIDING task	purpose -> task DIVIDING task
purpose -> num	purpose -> num
goal -> num	goal -> num
task -> num	task -> num

[illegible]

