$S_0 \rightarrow S$

```
S → TETROMINO S
  | GAMEBOARD S
  | CONTROL S
  | GAME S
  | MAIN
```

TETROMINO → TOK_TETROMINO TOK_ID "{" TETROMINO_ATTRIBUTES "}"

```
TETROMINO_ATTRIBUTES → TETROMINO_ATTRIBUTE TETROMINO_ATTRIBUTES
                     | TETROMINO_ATTRIBUTE
```

```
TETROMINO_ATTRIBUTE → TOK_TYPE "=" TOK_TYPE_OPTION ";"
                    | TOK_COLOR "=" TOK_NUMBER ";"
```

GAMEBOARD → TOK_GAMEBOARD TOK_ID "{" GAMEBOARD_ATTRIBUTES "}"

```
GAMEBOARD_ATTRIBUTES → GAMEBOARD_ATTRIBUTE GAMEBOARD_ATTRIBUTES
                     | GAMEBOARD_ATTRIBUTE
```

```
GAMEBOARD_ATTRIBUTE → TOK_X_SIZE "=" TOK_NUMBER ";"
                    | TOK_Y_SIZE "=" TOK_NUMBER ";"
                    | TOK_FALLING_SPEED "=" TOK_NUMBER ";"
```

CONTROL → TOK_CONTROL TOK_ID "{" CONTROL_ATTRIBUTES "}"

```
CONTROL_ATTRIBUTES → CONTROL_ATTRIBUTE CONTROL_ATTRIBUTES
                   | CONTROL_ATTRIBUTE
```

```
CONTROL_ATTRIBUTE → TOK_KEY "=" TOK_NUMBER ";"
                  | TOK_ACTION "=" TOK_NUMBER ";"
```

GAME → TOK_GAME TOK_ID "{" GAME_ATTRIBUTES "}"

```
GAME_ATTRIBUTES  →  GAME_ATTRIBUTE  GAME_ATTRIBUTES
                    | GAME_ATTRIBUTES


GAME_ATTRIBUTE   →  TOK_BOARD "=" TOK_ID ";"
                    | TOK_LEVELS "=" NUMBER ";"
                    | TOK_BLOCKS "=" ARRAY ";"
                    | TOK_CONTROLS "=" ARRAY ";"


ARRAY  →  "[" IDS

IDS  →  TOK_ID "," IDS
        | TOK_ID "]"

MAIN  →  TOK_MAIN "{" MAIN_ATTRIBUTES "}"

MAIN_ATTRIBUTES  →  MAIN_ATTRIBUTE  MAIN_ATTRIBUTES
                    | MAIN_ATTRIBUTES

MAIN_ATTRIBUTE  →  TOK_PLAY  TOK_ID ";"
```