Summary

Game is a system, which interacts with players through various interfaces． So far, physical interfaces are mainly used, like a lever, a button and so on． The interaction through a natural language, however, may extend the possibility of games．

However, we could not find out any convenient software to realize this purpose． Then, we made up, as an experiment, a simple system to process a statement based upon a LFG-like rules and produces a functional structure which can be used to progress the game． To show the effectiveness of the system, we made up a world of blocks，as an application．