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## World's Oldest Time-Waster? Lunar Lander

by [Grant Robertson](#) on July 20, 2009 at 04:00 PM

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It won't win any beauty contests, and it has a pretty weak storyline unless you have a magnificent imagination, but [Lunar Lander](#) may well be one of the oldest time-wasters in existence.

High-school student Jim Storer, obsessed with the Apollo missions -- and obviously inspired by what he'd witnessed along with the rest of the world, 40 years ago today -- took his inspiration to class in the fall of 1969. The result was a very [simple text-based game](#) for his school's Digital Equipment Corp. PDP-8. "It had 8 Teletypes, a small hard drive, and 12KB of main memory, where 8KB was used by the system and 4KB time shared by the users."

[Storer, can lay claim to the first primitive game](#) but, what about the graphical Lunar Lander we've all known and loved on one platform or another? DEC consultant Jack Burness developed the first known graphical Lunar Lander as a demo project for the DEC GT40 console in 1973. It certainly wasn't the first video game, but it definitely holds its place in video game history.

Feel like wasting a little time day-dreaming about the 40th anniversary of the Apollo moon landing? [Flash versions of Lunar Lander are easy to find](#), but [I especially love this one](#) -- which is incredibly true to the Atari arcade version I remember as a kid wandering the halls at the Cumberland Science Museum.

**TAGS:** APOLLO 11, APOLLO11, ATARI, DEC, FLASH GAMES, FLASHGAMES, LUNAR LANDER, LUNARLANDER, TIMEWASTERS

