[54] **SYSTEM AND METHOD FOR DRIVER TRAINING WITH MULTIPLE DRIVER COMPETITION**

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[57] **ABSTRACT**

A driver training system for a user of a simulated vehicle. The system includes input devices for controlling the simulated vehicle, a video display having three-dimensional graphics, modeling software for determining position information based on the input devices, and recursive training software to display a previous route through an environment simultaneously with a present route through the environment. The user then incrementally and recursively maximizes parameters associated with vehicle operation skill. In addition, a present user may compete with one or more previous users by having previously recorded routes played back on the video display simultaneously with the route of the present user. The driver training system may be embodied as an arcade game.

10 Claims, 11 Drawing Sheets