Claims

1. A simulator, wherein the simulator serves to simulate a submarine, wherein the simulator has at least one first simulation space (10), wherein the first simulation space (10) emulates materially with real components a first area of a submarine, wherein the simulator has a device for generating a virtual reality (30), wherein the virtual reality (30) virtually emulates at least the areas not materially emulated in the simulation space (10) that are accessible to the crew when using the submarine, wherein the at least one first simulation space (10) has at least one first access device (50) for entering the virtual reality (30).

2. The simulator as claimed in claim 1, **characterized in that** the simulator has at least one first teaching space (20), wherein the at least one first teaching space (20) has at least one second access device (52, 54, 56) for entering the virtual reality (30).

3. The simulator as claimed in either of the preceding claims, **characterized in that** the simulator has first input means (40) in the at least one first simulation space (10), wherein the simulator has second input means in the virtual reality (30), wherein the simulator uses inputs via the first input means (40) and inputs via the second input means to simulate the at least one first simulation space (10), wherein the simulator uses inputs via the first input means (40) and inputs via the second input means to simulate the virtual reality (30).

4. The simulator as claimed in claim 3, **characterized in that** the virtual reality (30) is designed such that the selection of a second input means is made in two stages, wherein a person initially selects an area containing a plurality of second input means, wherein the simulator displays the selected plurality of second input means in enlarged form, wherein the person is then able to select a particular second input means.

5. The simulator as claimed in one of the preceding claims, **characterized in that** the simulator is designed to simultaneously train a multiplicity of people, wherein the simulator has communication means, wherein the communication means are designed such that a person is able to communicate with another person via the communication means only if this is also possible in the submarine.

6. The simulator as claimed in claim 5, **characterized in that** the communication means allow communication if the people involved are situated in the same virtual space or use a virtual communication means, for example an intercom system.

7. The simulator as claimed in one of the preceding claims, **characterized in that** the at least one first simulation space (10) is mounted so as to be able to move.

8. The simulator as claimed in one of the preceding claims, **characterized in that** the simulator is designed to reproduce people involved in the training in the virtual reality (30).