Alternative scenarios for the game version "Simulation"

The following scenarios can be played alternatively to the standard scenario in the game version "Simulation" (see instructions). Each of the below scenarios differs in a particular way from the standard scenario, in which all buildings are open and all persons are infected in the same building when an infected person is present. Before playing, think which effects of these differences on the spread of the virus you expect. Then, test your expectations by playing the scenario. Use an empty data sheet "Simulation" for this.

1) Scenario "Better be careful!"
Close the concert hall, the restaurant, and the shopping center by placing no-entry signs on these buildings on the city map. No chips will be placed on these buildings. All other rules remain the same as in the standard scenario.

2) Scenario "Stay at home"
Close the concert hall, the restaurant, the shopping center, the sports hall, and the school by placing no-entry signs on these buildings on the city map. No chips will be placed on these buildings. Only the three small stores (bakery, supermarket, pharmacy) remain open. All other rules remain the same as in the standard scenario.

3) Scenario "Vaccination"
Half of all inhabitants are vaccinated against the YEAN-virus. Mark 50 white chips from the housing estate with a dot on both sides. These people enter buildings normally, but they cannot get infected, cannot get sick and are therefore not exchanged for yellow chips if they are in a building with an infected person. All other rules remain the same as in the standard scenario.

4) Scenario "Danger is close by"
Instead of infecting everyone in the same building, people with the virus only infect others when they are close by. Exchange white for yellow chips only if they are located on a field directly next to a yellow chip. All other rules remain the same as in the standard scenario.

5) Own scenario
Ideas for further scenarios? Write down your rules here and try them out!