

# Hospital

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## Overview

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The hospital is where all players are sent upon having their health hit 0. This can happen in many ways, such as failing an attack, being attacked or overdosing on a drug. There is a hospital for each [country](#), these are not linked and you can only see the hospital of the [country](#) you are currently in.

You can get out of the hospital faster by using [medical items](#) which are designed for medical use. Drugs which benefit your health will not reduce your hospital timer.

## Commands

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The commands for this section can be found [here](#)

## How to get out

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# Revive

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Being revived will remove you from hospital and restore a percentage of your health. Reviving costs 75 energy, with this cost being reduced by 5 energy for each [organisation](#) upgrade the reviver has. To gain the ability to revive, a person must first complete the 'Master of Biology' [education](#) course.

## Items

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The following items will help you get out of hospital:

- Sticky Plaster
- Bandage
- First Aid Kit
- Morphine
- Blood Bags

All of these items will add time to your **medical cooldown** after being used. Your medical cooldown is a timer which increases each time you use a medical item. Once your medical cooldown goes above 6 hours, you must wait for it to drop below 6 hours to use more.

The maximum medical cooldown can be increased through [organisation](#) upgrades, upto 9 hours. You can also improve the effectiveness of all medical items upto 30% through [organisation](#) upgrades.

### Sticky Plaster

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Sticky plasters takes off 5 minutes from your hospital timer, restores 2% of your total health and adds 5 minutes to your medical cooldown.

### Bandage

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Bandages takes off 10 minutes from your hospital timer, restores 5% of your total health and adds 10 minutes to your medical cooldown.

### First Aid Kit

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First Aid Kits takes off 30 minutes from your hospital timer, restores 10% of your total health and adds 15 minutes to your medical cooldown.

## Morphine

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Morphine takes off 1 hour from your hospital timer, restores 15% of your total health and adds 20 minutes to your medical cooldown.

## Blood Bags

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Blood bags can be filled by using an empty blood bag and used once the [education](#) course 'Gene Programming' has been completed. Filling a blood bag will take 30% of your health and add 1 hour to your medical cooldown, and will give you one filled blood bag of your blood type.

Blood bags take off 2 hours from your hospital timer, restores 30% of your health and adds 30 minutes to your medical cooldown.

A table on which Blood Bags you can use can be found below:

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Revision #7

Created 5 August 2021 18:52:52 by Stig

Updated 2 October 2021 21:04:33 by Stig