

Hospital

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Overview

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

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

How to get out

Revive

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

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

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

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

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

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

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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