

# MEDICAL QUICK START GUIDE

VERSION ALPHA 3.17.3

## MedPen (Hemozal)

To stop bleeding and to improve the general state of health



## OpioPen (Roxaphen)

Painkillers for limited mobility and partial paralysis



## AdenaPen (Demexatrine)

For muscle fatigue and symptoms associated with concussion



## CorticoPen (Sterogen)

Against symptoms of muscle weakness and in case of damage to the respiratory



## DetoxPen (Resurgera)

Detoxification agents for high blood drug levels (BDL) and overdoses



## OxyPen (Oxygen)

Against hypoxia and to replenish the oxygen reserves of pressure suits



ALL THE ABOVE MEDICINES SHOULD BE USED ONLY AS RECOMMENDED.

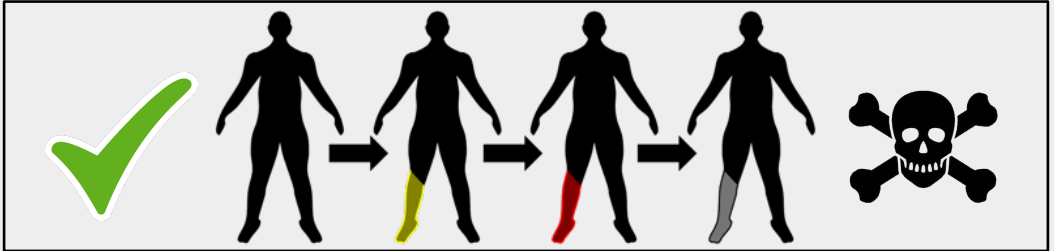


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## Tier 3 damage

Minor injuries. No significant influence on mobility.

## Tier 2 damage

Moderate injuries. Limited mobility, limping, limited vision, reduced endurance.

## Tier 1 damage

Serious injuries. Forced lying position, inability to move. Unconsciousness after a short time.

## Unconsciousness

Near death, after a short time the patient will die.



A CureLife Medical Device and refills should be carried on every mission. This allows for immediate diagnosis and initial stabilisation treatment of the patient in an emergency. The patient should then be taken to an appropriately equipped medical facility for final examination and treatment.



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## Instructions for the use of the medical device:

To use the medical device, press button **[4]** as the default button for the utility.

To aim at a target, press the right mouse button  as the default key.

To switch between the mode for use on other players/NPCs and yourself, press the button **[B]** as the default.

To trigger the injection, press the left mouse button  as the standard button.

To holster the medical device, press and hold the button **[R]** as the default button.

It is recommended to use the medical device in "Advanced Mode" with the setting "Auto".



## Dealing with one's own imprint (respawn):

After creating your own character, select your personal primary place of residence (starting point). This automatically becomes the storage location of the own genetic imprint and thus the current respawn point.

By visiting other medical facilities, one's own imprint can be transferred from the primary residence to this location by using a T1 bed that may be available there. Subsequently, the imprint can be transferred back to the primary place of residence in any medical facility.

At the current time, the imprint can also be stored in the medical facilities of the following ships:

Anvil Carrack, Origin 890 Jump

Should the ship be destroyed or the medical facility be reset by the ship owner, then the primary place of residence automatically comes into play again as the respawn point.

