## Characters

The Player.

The player is a wanted outlaw. He is constantly running with no ability to turn back. As time passes, he will speed up. If he collides with a hazard, he will lose health and slow down. He can jump his horse over hazards. He can collect sarsaparilla that will heal him if he loses any of his health. He will have three health hearts. As the player collects cash, he can buy new weapons to alter his play. Weapons will include revolver or whip (Possibly a few others).

The enemy.

The enemy simply is a hoard that follows behind the player. Once the enemy caches the player it is game over.

## Core Game Play

Hazards:

- Cactus (-1 Health)
- Rolling boulders (-1 Health)
- Drops/Ravines (Instant Death)
- Water (Instant Death)
- Stalactites/ Stalagmites (-Health)