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<p>Flee</p> <p>Move 1 square away from PacMan</p>	<p>Advance</p> <p>Move 2 squares towards PacMan. Only 1 Advance player gets to move via RPS</p>	<p>Team</p> <p>Move towards PacMan with other Team players. If no others played team, you don't move forward.</p>	<p>Flee</p> <p>Move 1 square away from PacMan</p>	<p>Advance</p> <p>Move 2 squares towards PacMan. Only 1 Advance player gets to move via RPS</p>	<p>Team</p> <p>Move towards PacMan with other Team players. If no others played team, you don't move forward.</p>	<p>Flee</p> <p>Move 1 square away from PacMan</p>	<p>Advance</p> <p>Move 2 squares towards PacMan. Only 1 Advance player gets to move via RPS</p>	<p>Team</p> <p>Move towards PacMan with other Team players. If no others played team, you don't move forward.</p>
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<p>Evade</p> <p>Move all ghosts back 1 square. Discard nearest dot track card.</p>	<p>Dots</p> <p>Take the nearest card in the dot track. Put empty space card in dot discard pile.</p>	<p>Advance</p> <p>Move 2 spaces towards chosen ghost. Discard nearest dot track card.</p>
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