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Tokens

You may move tokens in and out of the warp, between planets and moons, on and off the cone, etc. so long as you move only one token at a time and don't grant or remove more than one base per challenge (to or from any player).

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Flare Deck

You may remove cards from the unused flare deck to the discard pile or to any player's hand, so long as you move only one card at a time.

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Lie

You may 'lie' about the contents of your hand - allowing you to play or not play, reveal or not reveal, a certain card or type of card (e.g. when plagued, or under the Wild Magnet, Visionary, or Wild Siren). 'Catching' you requires knowledge that you hold or don't hold certain cards (i.e. from the Mind). (e.g. the Loser must know you have an attack card before accusing you of illegally playing a compromise).

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Discard Pile

You may move cards to or from the dicard pile, to or from any player's hand, so long as you move only one card at a time.

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Lucre

You may move lucre to or from the bank, and among player's personal supplies, as long as you move only one lucre at a time and do not more than double any one player's supply in any one challenge.

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Forget

You may 'forget' to use a mandatory power (e.g. the Anti-Matter), or that you've invoked an invokable power (e.g. Loser, Calculator), or that you've used a 'use only once per challenge' power or flare (e.g. Trader, Wild Oracle). You may only forget one fact per challenge.

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Challenge Deck

You may remove cards from the deck to the discard pile or to any player's hand, so long as you move only one card at a time.

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Fudge

You may misannounce numbers of lucre, cards, or tokens; or challenge totals; to an error of +/- 100%. Catching you 'in the act' on challenge totals means any time before other players move tokens in response to your mis-anounced total.