CHEAT SHEET · 4 PLAYERS · BASE GAME

Power Racers: the draft

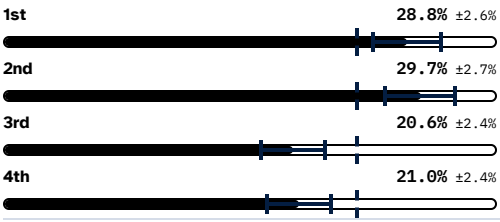
1 Who to take

Points a racer adds to its owner's game vs the table average (±95% interval). Our names; each power is written out.

S STRONGEST	**Underdog** +1.92 ±0.04 Takes a point chip before moving when alone in last place.	**Echo Hopper** +1.91 ±0.04 Moves 1 whenever another racer's power happens.	
A STRONG	**Boulder** +0.86 ±0.03 Starts with 4 point chips; a rolled 6 sends it to the start and costs one.	**Sweetheart** +0.83 ±0.05 Moves 2 whenever a racer stops on a space with exactly one other.	**Hitchhiker** +0.80 ±0.04 May ride along when a racer on its space moves.
	Strider +0.74 ±0.04 May skip the roll and move 5.		
B GOOD	**Dice Broker** +0.50 ±0.04 Anyone may reroll once a turn; it moves 1 when another racer does.	**Switcher** +0.47 ±0.04 May skip the roll and swap places with another racer.	**Hatchling** +0.28 ±0.04 Before its race, draws 3 racers and takes one's power.
	Gobbler +0.20 ±0.04 Stopping on a space with exactly one racer knocks that racer out.	**Encore** +0.19 ±0.04 Before its race, may copy a racer that won an earlier race.	**Mimic** +0.15 ±0.03 Has the power of whichever racer leads.
C SITUATIONAL	**Mesmerist** +0.13 ±0.04 Before moving, may pull any racer to its own space.	**Pep Squad** +0.10 ±0.04 May push the last-place racers 2, then moves 1.	**Referee** +0.02 ±0.04 Others must hit the finish exactly; overshooting means no move.
	Taunter ±0.00 ±0.04 Moves 2 when a racer ends its turn within 1 space of its start.	**Line Cutter** −0.06 ±0.05 When anyone rolls a 1, it goes next.	**Booster** −0.11 ±0.04 May double its roll, then trips.
	Oracle −0.15 ±0.04 Names the winner on its first turn; if right, the race ends and it is 2nd.	**Dozer** −0.22 ±0.04 +2 to its moves, but skips a move when alone in the lead.	**Magnet** −0.26 ±0.05 Pulls every racer 1 space closer; +1 for each racer on its space.
	Sidekick −0.28 ±0.04 When another racer rolls a 6, it moves 2 first.	**Slime** −0.29 ±0.04 Every other racer moves 1 less.	**Trickster** −0.31 ±0.04 May reroll its own move up to twice.
	Crawler −0.33 ±0.04 When another racer rolls a 1, that racer stays and it moves 1.	**Hopscotch** −0.34 ±0.04 Skips over spaces that have racers on them.	
D WEAKEST	**Calculator** −0.52 ±0.04 May call its roll; if right, takes another turn.	**Snare** −0.53 ±0.04 Trips racers that stop on its space or that it stops on.	**Trainer** −0.60 ±0.04 Everyone on its space gets +1 to their move.
	Peel −0.60 ±0.04 Trips any racer that passes it.	**Gatecrasher** −0.65 ±0.04 May jump to any space holding exactly 2 racers.	**Challenger** −0.68 ±0.04 May duel a racer on its space: both roll, the higher moves 2.
	Transmuter −0.73 ±0.04 On a roll of 1 or 2, may move 4 instead.	**Space Hog** −0.77 ±0.04 Nobody may share its space; they go to the space behind.	**Airship** −0.85 ±0.04 +3 before the track's second corner, −1 after it.
	Trampler −0.87 ±0.04 Racers it passes move back 2.		

2 Your seat

Wins by draft seat; the dashed line is an even 25% share.



3 Partners and counters

- **Echo Hopper + Slime**: 54% → 92% of mild-track races
- **Sweetheart + Hitchhiker**: 52% → 84%
- **Sweetheart + Pep Squad**: 53% → 79%
- **Strider vs Slime**: 41% → 8% of wild-track races
- **Pep Squad vs Sweetheart**: 36% → 8%

Each ±0.3 percentage points; 112,200 races with the partner.

4 Play them right

- **Mesmerist**: pull the leader every turn. Never doing it costs 1.25 ±0.06 points a race (mild), 1.70 ±0.07 (wild).
- **Switcher**: swap only when the leader is 4+ spaces ahead: +0.84 ±0.06 (mild), +0.35 ±0.07 (wild).
- **Strider**: on the wild track, roll instead of moving 5 if 5 lands on a rock or the −4 arrow: +0.66 ±0.04.
- **Oracle**: name the favourite of the actual field: +0.20 ±0.03 (mild), +0.15 ±0.03 (wild).

How sure: tier list, seats and combos measured (3,000 deals; 4,000 games; 112,200 races per pair); play tips best of tested, three of them held up when opponents adapted. Updated 24 Nov 2026. Full method: boardgamessolved.com/how-we-solve

Not affiliated with the game's publisher. Racer names and drawings are our own.