ZWIFT POWER-UPS · OVERVIEW

ONLY ONE POWER-UP AT A TIME · USE IT BEFORE THE ARCH OR YOU GET NO NEW ONE · SPACEBAR ACTIVATES

Source: zwiftinsider.com

POWER-UP	TIME	USE WHEN	NO EFFECT
Feather LIGHTWEIGHT **-10 % weight**	30 SEC	**Climb** Attack on a climb Survive the pace in the pack	✕ Flat road ✕ Descent
WHY Weight only counts when it's steep. The steeper the hill, the more you gain.			
Van DRAFT BOOST **Stronger draft**	40 SEC	**On a wheel** Recover before the sprint Bridge a gap Avoid getting dropped	✕ Solo ✕ Dropped
WHY Only works in someone's draft. Use it to recover or to avoid getting dropped.			
Aero helmet AERO BOOST **-25 % drag**	15 SEC	**Sprint** Solo attack Chase a break Descent	✕ Uphill ✕ Low speed
WHY Aero needs speed. Best in the sprint and when you are out in the wind alone.			

EVENTS ONLY

Burrito DRAFT BLOCKER **Others get no draft off you**	20 SEC	**Attack from the front** Stop others sitting in your draft	✕ Back of the pack ✕ No one behind you
WHY Requires you to be at the front with riders on your wheel. Activate and go hard.			EVENTS ONLY
Ghost INVISIBILITY **Invisible to others**	15 SEC	**Sneak attack** Attack while invisible Slip away at an arch	✕ Final 400 m
WHY You vanish for 15 seconds. Build the gap before they notice.			EVENTS ONLY
Steamroller STEAMROLLER **Rolls like tarmac**	30 SEC	**Dirt / gravel** Cobbles / brick Wooden bridge Snow / ice Grass	✕ Tarmac
WHY You roll like tarmac whatever your wheels. Biggest gain on dirt and gravel.			EVENTS ONLY
Anvil ANVIL **+ weight downhill**	15 SEC	**Descent** Gradient of at least 1.5 % Long descents	✕ Flat road ✕ Climb
WHY Extra weight makes you faster downhill. Only active when the road drops.			EVENTS ONLY