

Spirit Overview

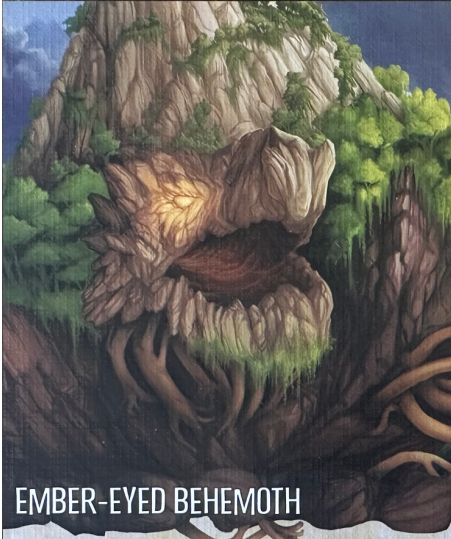
Ember-Eyed Behemoth is a straightforward and effective spirit that also serves as an introduction to the Incarna mechanic. If you want to play as a Kaiju, EEB is the spirit that lets you walk over the invaders like Godzilla walking through Tokyo. Every problem in Spirit Island can be solved by damage if you have enough of it, and EEB is packing plenty.

EEB is a primary Fire, secondary Earth and Plant spirit that does tons of damage at its Incarna. In an average game, you'll be solving big problems at your Incarna through raw damage, while splitting off some of your actions to solve smaller problems elsewhere.

Most of your damage will come from your innate power, often supported by badlands. Your tracks provide you with a generous set of elements that make it very easy to hit that innate, even at low card plays.

Your starting hand is fairly expensive at 5 total cost, but they provide the tools you need to get through the first few turns and become the engine of destruction you were meant to be.

Your Incarna is fairly mobile if you plan ahead a bit, so you will usually be able to put it where you need it.



EMBER-EYED BEHEMOTH

SPECIAL RULES

THE BEHEMOTH RISES
You have an Incarna (🔥). Once per turn, during the Spirit, 🌀, or 🌀 Phase, you may either:

- Push 🔥; or
- Add or Move 🔥 to any of your 🌿 on the island.

UNRELENTING STRIDES
On any turn that you don't use Innate Powers, you may use *The Behemoth Rises* an additional time. (When you use an Innate Power, cover this Special Rule with a Reminder Marker; when you use this Special Rule, cover your Innate Power.)

GROWTH (PICK ONE)

Reclaim Cards

+1
Gain Power Card

+3
or
+0
Add a Presence to Jungle, or Land with Your Presence

+0
Add a Presence

+1
Gain Power Card

+1
Add a Presence

+3
Gain Energy

-
Discard a Power Card with Fire

(MAX 1/GAME)

Reclaim All Cards with Fire

Empower Incarna

1
Move Incarna

PRESENCE

Energy/Turn	1	2	3	4	5
0	1	2, Fire	3	Earth	4, Plant
1	2	2	3	4	5, Fire

Card Plays: 2, 2, 3, 4

Fire: 4

INNATE POWERS
SMASH, STOMP, AND FLATTEN

SPEED	RANGE	TARGET LAND
2 🔥 1 🌿	2 Damage.	
3 🔥 1 🌿 1 🌿	1 Damage. Push 1 🌿.	
4 🔥 2 🌿 1 🌿	1 🌿. 1 Damage.	
5 🔥 2 🌿 2 🌿	2 Damage. 2 Damage to 🌿.	

If 🔥 is empowered, you may Repeat this Power once each turn. (You may take other Actions before repeating, including *The Behemoth Rises*.)

Your Incarna

The rules that cover what your Incarna do are spread out in a few places, so we'll cover them in one chunk to make them easier to parse.

Your Incarna is a piece that starts out counting as a presence, and when empowered, can also count as a sacred site. Everything else it does is on the spirit board.

Your Incarna is important because it is the targeting requirement for your Innate Power: Smash, Stomp, and Flatten. (I refer to this as stomp.) This is a damage power that does 2+ damage, and can be used a second time if you're empowered. If you factor in badlands (which are present in your starting hand), all that damage adds up very quickly.

Your first special rule, The Behemoth Rises, is how you'll be moving the Incarna around or re-adding it if it was removed somehow. You can move pretty much any time outside of the Invader Phase, so you can freely use your Incarna to target powers or extend presence placement range. Being able to teleport to a sacred site will also extend your mobility if you need to jump across the island, especially at larger player counts.

(Remember from the general Incarna rules that an Incarna counting as another piece is optional and can be changed per action, so in almost all cases you can keep your Incarna on board by not counting it as presence.)

Your second special rule, Unrelenting Strides, lets you move the incarna a second time if you don't use your innate that turn. This is essentially an emergency button if you're out of position, but giving up your innate hurts a lot. Ideally, you want to be stomping instead of using this.

Finally, your last growth is how you empower your Incarna. Once empowered, you get to repeat your innate, including in two different lands if you move it in between uses. This might be the best empower in all of NI - compared to other spirits, it's so easy that it's almost free, and the effects are massive. The Incarna movement is also a useful bonus in its own right, but I'll get into that later. (see "Incarna Management")

Your Growths

EEB is a 0/2/1 spirit, which means that you place nothing on regrowth, but have the option of placing 2 presence in a single turn. You can come off the tracks fairly quickly if you put your mind to it, but in return your tracks are balanced around that fact.

Your reclaim is pretty standard, but it's worth noting that because of the awkwardness attached to your other card gain growth, you might wind up getting most of your drafts from here.

Your 2-growth option makes it very easy to occupy a jungle, and also lets you finish a sacred site anywhere you already have presence. Note that "Land with Your Presence" can include the land with your Incarna, so this can be a good way to spread out depending on your needs.

Your third growth is an energy spike and a draft, but with a discard tacked on. Your entire starting hand has Fire, so it's going to be difficult to try to cheat your way out of the discard. As a result, EEB can't try to extend its reclaim by spamming drafts. If you draft while you have 3 cards in hand and any Fire power, you're going to still have 3 cards in hand afterward. This will naturally push you toward reclaiming.

You can perform your growth actions in any order, so if you're fishing for a major and already know what card you want to forget and it has Fire, then you can discard that card first and then gain the major. Just be aware that you can potentially corner yourself on energy if the drafts don't shake out.

The empower growth is an extra reclaim option that only reclaims your Fire cards, empowers, and moves the Incarna, but doesn't let you draft a card. Empowering is strong enough that the opportunity cost doesn't mean much in most cases, especially next to stomping twice a turn.

Your Tracks

You start at a pitiful 0 energy and 1 play, but the tracks improve quickly so it's not a big deal. This does mean that unless you like gambling on your G3, you'll want to place some presence from top track to pay for your cards.

As a 0/2/1 spirit, you have some dead spaces on your tracks. Specifically, it takes 2 presence to go from 2 to 3 card plays, 3 to 4 energy, or 3 to 4 plays. The spaces between 3 and 4 do have some useful elements on them though, so it's not that bad. Ideally, you can skip these dead spaces with your double presence growth.

Your tracks provide very generous elements, so you can hit your innate reliably and easily even at low card plays. Reaching the fire on top track means that all you need is a single Fire/Earth card to trigger the first level of your innate, and any two of your starting cards will trigger the second level.

Your Unique Powers



Your starting hand's total cost is 5, which is a bit on the high end, but your G3 and G2 can provide you with the energy you need.

Every single one of them has Fire, three have Earth, and two have Plant, which helps you hit your innate. Any two of them together plus a Fire from tracks will get you to the second level. You also have two Moons, which can be helpful for thresholding majors if you find an appropriate one.

There is a notable lack of Sun and Air, which makes thresholding those majors much harder.

From left to right:

Exaltation of Grasping Roots puts two Wilds on the board somewhere. The usefulness of this varies on matchup, but it's your only power with both Earth and Plant, and it costs 0, making it a flexible card to throw in for elements or general utility.

Blazing Intimidation is a fine piece of fast control, if a bit expensive. Pushing two invaders is definitely valuable, and you can use this to deal with an explore into a starting town. It is your only card without Earth though, so you'll need to be aware of it when planning your turns, and get Earth from elsewhere if you want to hit your innate. You can't push into your Incarna, which means you'll have to sequence carefully if you want to set up for a stomp.

Surging Lahar is Badlands support which is incredibly valuable for EEB. Remember that your Incarna can count as a presence to make sure you get the Badlands. Surging Lahar followed by the level 1 innate is 5 total damage in a land, and once you've empowered, each use of your innate counts as a separate action, so you get to double dip on the badlands damage.

Terrifying Rampage is basically a ravage skip for a small land (probably the easiest way to deal with Explorer + Town + City) and a Dahan push when lands get too big to be skipped with this. Note that the Dahan push is mandatory.

Your Innate

The first two levels of your innate are easy to hit thanks to the elements on your starting cards, but the last two are a bit more demanding. You can do 3 damage with just 2 card plays + the Fire from tracks, but the 4th Fire requires either a third on-element card play or one of the other Fires on the track.

The difference between 3 damage and 4 damage + 1 Fear isn't that big though - it's certainly nice to have, but 3 damage is often enough to solve a land, especially if you're empowered and/or playing Surging Lahar. Don't feel like you have to stretch yourself to hit the later levels. EEB outputs a steady stream of damage and that's often enough to do whatever it is you need to do.

If you find yourself in a situation where you need to stomp in a land with Dahan and have maxed out your innate, remember that you can choose to apply only a subset of your elements to an action. In other words, you can choose not to hit the last tier of the innate to avoid damaging Dahan. When you're empowered, you can even choose to apply a different subset to each use. E.g. if you're stomping in a land with 2 Dahan, you can choose to only hit the 4 Fire innate on the first use, push out a Dahan, then apply all your elements for the second use. Then you push out the second Dahan before you reach the 2 damage to Dahan line, and all your Dahan are safe.

General Strategy

The ABCs of playing EEB:

A - Always

B - Be

C - Cstomping

Usually, you're looking to put your Incarna where the biggest problems are so you can stomp all over them (usually this is the coast), and then use whatever other cards you have to keep your other lands under control.

Also, as suggested by the ABCs, you should be aiming to use your innate every turn, even if it's just the first level. Once you're empowered, failing to use your innate means leaving at minimum 4 damage on the table. There are situations where you don't want to stomp, but they're pretty rare.

You can solve pretty large problems by using Surging Lahar and your innate in the same land, especially once empowered. Your innate is a powerful hammer once empowered, so you'll rarely be lacking for damage. At tier 1, repeated, it's 4 damage. If there's a badlands in the land, it goes up to 6 damage. It adds up quick.

Sample Openings

Here are some openings I've tried and had good results with.

Turn 1: G2 Top, play a card.

You have to play one of your Earth uniques to get your innate.. Turn 1 is often the best time for a wilds, so I like Exaltation here.

Turn 2: G3 Bottom, play 2 cards.

This turn is really flexible in terms of what you draft and play. You'll gain 5 energy this turn so you can play anything. Playing both your 2-cost uniques makes for a pretty powerful turn, for example, and you still bank 3 energy.

If you drafted a non-fire minor, you can try to get away with not playing that minor this turn, so that it stays in hand for an empower reclaim.

Turn 3: Empower or Reclaim, play 2 cards.

Usually, you'll want to empower here. But there are situations where you'll want to use the regular reclaim instead, e.g. if one of your cards is dead in the matchup, or if you really need to play a non-fire minor back to back, or there's no good target for a double stomp.

You can also use the reclaim to fish for a major, especially if you played a minor or Rampage instead of one of your 2-cost powers, and you're banking more than 3 energy into this turn. How big of a major you can afford depends on your minor draw and how much energy you're banking, but know that you have an 87.5% chance of drawing a major that costs 3 or less.

After that, what you do is up to you, and also matchup/situation dependent. You can comfortably go for 3 plays, fish for a major, or place more from top track.

As an alternate opening, you could swap the growths for your first two turns. This lets you play an extra card on turn 1 and not have an awkward card stuck in hand when you reclaim, but in return energy gets tight if you don't draft a 0-cost power.

Other opening ideas

You can rush empower: G2 turn 1 and empower turn 2. This is the fastest way to start repeating stomps, at the cost of stunting your presence growth and playing fewer cards on the first few turns.

I haven't tried this, but you might be able to spam G3 for a few turns to bank energy, pitch expensive cards, and then reclaim into a bigger hand. Delaying the juicy Fire on top track

sounds painful, and if your drafts didn't line up then you're missing innate usages. G3 spam might just be better as an option post-empower.

Incarna Management

You want your Incarna to be in lands with problems so you can stomp them out. Normally, this means pushing from one land to the next, whether fast or slow, so you can be in the problem land, but there are a couple of extra considerations.

First, you can teleport to a sacred site. Your growth options let you stick one into a jungle anytime, but for other terrain types it's a little trickier.

This means that you should try to place presence into lands that are likely to become future problems, so that a future growth can make it a sacred site if needed. On the flip side, if you're not sure where you should be pushing invaders to, lean towards jungles, sacred sites, or other lands with your presence.

The other consideration is the movement on your empower growth. It's a burst of movement to reach a land you otherwise wouldn't be able to, or if you're already on top of your problems, it lets you start using your movement to position for next turn's problems instead of moving into this turn's problems.

A trick you can do with the empower is that you can first teleport to a sacred site with your special rule, and then use the bonus push you get.

Your Weaknesses

Your power is concentrated at your Incarna so it can be difficult to solve problems scattered across the board.

You also take a little while to get going. You're not bad in the early turns and you can do good damage, but you're pretty inflexible for a while due to the awkwardness of your empower reclaim and your G3 draft. Your energy is also tight enough that if you G3 on turn 1, you can find yourself in situations where you're forced to grow to 3 energy in order to keep making your card plays. You can work around the inflexibility by either G2ing on turn 1 to bank energy, or using G3 to spike energy and look at more cards.

Your starting cards are not that good at solving lands. Surging Lahar can kill a town, but it's often earmarked to support stomping, and using it on a town + explorer land gives you an unappetizing choice between missing out on the Badlands, or losing a Dahan to a ravaging explorer. Blazing Intimidation is a solid control piece and great at digging invaders out of the inland. Terrifying Rampage is just a stall card that prevents a blight but doesn't solve anything. And the wilds from Exaltation are a bit of a crapshoot as to whether they actually preemptively solve a land. Lots of adversaries have ways of getting into lands besides exploring.

You need to see more cards to work around this, but see the above about being inflexible.

Drafting

General guidelines

If a card is good in general, it's probably still good on EEB.

Energy gift minors like Gift of Constancy, Nature's Connection, and Living Energy all bolster EEB's income if used on yourself, and let you greed for more plays.

Gift of Power has good elements despite lacking Fire, and can give you some much-needed extra drafts.

You want defends. Pretty much every spirit wants defends, but you have incidental Dahan movement on your innate. That can result in your Dahan being chased out of your big problem lands and ending up in your small and medium problem lands, where a defend will let you solve that problem while your Incarna moves on to solve different problems.

EEB has a relatively easy time targeting from sacred sites. Your jungles are on-demand sites, you start with a wetlands site, and your empowered Incarna can be a site.

Overall, draft for card text more than elements. Picking a Fire card when using G3 gives you more flexibility for what you play that turn, and drafting on-element doesn't hurt, but you only need tracks + a single unique to reliably hit your innate.

Drafting 0-cost cards can make your midgame turns a bit more flexible by going into the reclaim with extra energy banked. Otherwise, you're likely to be spending energy as quickly as you get it.

0-range cards can be hard to target early on because your presence placement range is fairly limited outside of jungles.

EEB-specific Minors

These are minors that warrant extra consideration on EEB over and beyond how good they are in general.

Hazards Spread Across the Island has perfect elements and spreads your badlands.

Badlands cards are great for supplementing what you're laying down with Surging Lahar. Going from 1 badlands per reclaim cycle to 2 is a pretty nice boost. Dessicating Winds is typically the

worst of the badlands cards but it's a lot more attractive if you've previously placed a badlands in a mountains or sands.

Damage minors work well together with badlands, whether to solve smaller problems or to supplement your stomping.

Gather and push powers can herd invaders to your Incarna to get stomped.

Majors

You lack Sun on your uniques, so unless you drafted a sun card or two early, you shouldn't expect to threshold a Sun major. Many independently strong majors can still be used effectively even if not thresholded.

Proliferation majors are of course broken.

Transformative Sacrifice is one of EEB's best majors, which is fitting given that EEB is using it in the art. You can threshold it just by playing Exaltation and having the Fire from top track, and in return it both accelerates your tracks and gives you a ton of extra cards to play.

Forests of Living Obsidian is another great major for you. It adds badlands, you tend to make a lot of sacred sites, and your Incarna is a sacred site so you can treat it like a super-stomp. You can threshold it with 3 plays and a bit of luck on your drafts, but it's powerful even if you don't.

Many damage majors in general are strong even when not thresholded. Storm-Swath lets you soften up two lands for a stomping and plays well with badlands for smaller problems, for example.

Here is a list of every major you can threshold with just track elements and one of your uniques:

- The Jungle Hungers (uses the 4/Plant space)
- Pent-Up Calamity (EEB is an okay user of it. Exaltation can add two wilds slow but you might want another source of tokens)
- Thickets Erupt with Every Touch of Breeze (the 4/Plant space)
- Strangling Firevine (Again, the 4/Plant space)
- Walls of Rock and Thorn (very easy threshold, good range, badlands)
- The Wounded Wild Turns on its Assailants (4/Plant space and Blazing Intimidation)
- Pillar of Living Flame (Requires a second fire)
- Blazing Renewal
- Fire and Flood
- Transformative Sacrifice (as mentioned earlier, probably your best major)

Other Notable Majors:

Unleash a Torrent of the Self's Own Essence can be easily thresholded if you find a Sun + Fire, or just find a Sun and get another Fire from tracks.

Settle Into Hunting-Grounds is a tough threshold, requiring at least one animal draft (Blazing Intimidation + an animal minor will do it), but it's cute because you can choose to make your incarna count or not count as presence on each action, and get the benefits of badlands while still moving around.

Ravaged Undergrowth Slithers Back to Life isn't a huge player in your gameplan but it's 3 cost for a lot of nice effects that EEB enjoys.

Flocking-Red Talons is solid even when not thresholded. You'll get to pick off invaders with badlands and push the rest into a stomp.

Bombard with Stones and Stinging Seeds is a bit tough to threshold, but it's a more flexible extra copy of Surging Lahar and that's exactly what EEB wants.

Multiplayer

EEB is a pretty self-sufficient spirit. Being 0/2/1 means that proliferates are better used on spirits with slower growths, and your energy track is good enough to keep paying for your cards. You won't say no to support effects, but other spirits might need them more.

The main support you're looking for is extra card drafts. Any source that lets you look at cards without discarding them is a worthy consideration due to the awkwardness of G3. Also, since you stay at low card plays for a while, even a single card draft can often let you get an extra growth in between reclaims.

Spirits with presence pushing abilities can use them on your Incarna to help you move around.

Your empowered incarna is like Ocean's ocean or Volcano's volcano. Anything pushed there will probably die in short order.

Matchups

Grain of salt: I've played and won each of these matchups at least once, but some of the annoying adversaries are ones I don't have extensive experience with.

Brandenburg-Prussia

A bit of a tough matchup for a slow, lumbering spirit like EEB, but you'll have a much better time if you make some adjustments.

In this matchup, your Terrifying Rampage is pretty weak. You can't afford to spend actions just stalling, and the Dahan push isn't really worth an action.

This is the matchup that turned me on to the benefits of doing a normal Reclaim turn 3 and delaying the empower. Compare these two play sequences:

Turn 1: G2 TT

Turn 2: G3 B, play a unique and a non-Fire minor

Turn 3: Empower (Reclaim uniques)

Turn 4: G2 BB, underplay (due to not having a third card to play)

Turn 5: Reclaim

Turn 6: Grow, play 3 cards.

Turn 1: G2 TT

Turn 2: G3 B, play a unique and a non-Fire minor

Turn 3: Reclaim

Turn 4: G2 BB (3 card plays)

Turn 5: Empower (reclaim 4 cards)

Turn 6: Reclaim

We're making some assumptions for turn 2, but this is a real situation from one of my BP games: that I found Sap on the turn 2 draft, and there was a city + town + explorer ravage with two Dahan that I desperately wanted to defend. Then I had a choice for turn 3.

If I empowered on turn 3, I'd have 4 actions that turn: two card plays and two uses of the innate. Then, despite going to 3 plays on turn 4, I'd still only have 4 actions because I'm underplaying, plus Terrifying Rampage is a dead card so it's more like 3 actions.

In the actual game, I delayed the empower, and reclaimed into a 5 card hand + a new draft. I had 3 actions on turn 3 (one of which was Sap), and 4 actions on turn 4, catching back up with the Empower on turn 5.

So despite empowering late, I had the same number of effective actions. On top of that, two of my actions were minor powers, and Sap was much stronger than a repeated stomp in that situation.

If your turn 2 draft was a 0-cost minor, you can fish for a major on the reclaim. You can play any 2- or 3-cost major on turn 3 or 4 and still afford to play 3 uniques on turn 5, then play a 2-cost unique, Exaltation, and the minor on turn 6.

Do expect to eat blight. You can stomp out BP's built-up lands very easily, so the main danger in the matchup is falling behind on actions and not being able to fulfill a win condition, whether that's reaching Terror 3, or wiping out towns for Terror 2.

England

You're a damage spirit, but you actually deal enough damage to keep up with England's building health. Surging Lahar + 3 damage empowered stomping is 10 total damage in a land, which translates to two towns and a city. That's more than most other spirits can do.

Majors are still good but they're less necessary than with other spirits.

With some boards and explores, Blazing Intimidation can stave off a couple of inland builds. It's also a good card for staving off a loss condition.

Your wilds are pretty weak because England doesn't care about explorer control, but it can still be worth holding onto just for elements.

You don't generate much fear until you really start stomping, so expect to take Independent Resolve once or twice.

England is a slow adversary that doesn't pressure you much outside of the LC, and rewards the scaling that EEB has plenty of. G2 as much as you can get away with, find a major, and go to town.

Sweden

Your tools are very well suited to the matchup. They have nothing to stop you from simply stomping them out, and your defensive tools defuse pretty much all their early pressure.

Terrifying Rampage stops Explorer + Town + city ravages while preparing the Dahan for escalation. Mining Rush will get through your wilds but they don't have any other ways to sneak explorers into lands. Blazing Intimidation can also just stop city builds outright.

As with Sweden in general, they don't have good sticking power. You'll pull ahead very easily after empowering.

France

Wilds are powerful in the matchup, and Terrifying Rampage as Dahan movement is a bit better to help set up Slave Rebellion.

Your wilds can stop 2 explorers at once, which is nice, but France 6 bypasses wilds anyway.

Blazing Intimidation being able to move two explorers at once means that it continues to solve the double explores.

The town loss condition is not a huge concern for you because you're dishing out damage on every turn.

Habsburg Livestock Colony

Empowered stomping does do enough damage to kill 4-health towns, but it's still really inefficient to do so.

Terrifying Rampage is reasonable here because it stops explorer + town + town (the default rampage, though Wilds and Blazing Intimidation won't prevent the town gather and subsequent ravage).

Your gameplan is probably still to eat 2 blight to soften the escalation, and then herd invaders into blighted lands to get stomped. As usual with Habs, you want to find pushes/gathers and blight movement to enable that.

You might consider taking 4 blight instead of 2 to make your stomping job easier. Stomping on 4-HP towns is very inefficient.

If in doubt, hang out in a place where you'll be able to stomp over the reminder card's adds (usually this means near the coast).

Russia

Only a couple games of experience in this matchup.

Stronger explorers means Wilds are more useful, but escalation can still bypass them.

Terrifying Rampage can stop a land with 3-4 explorers from ravaging at all. This is very handy if you want to push some explorers together for a stomp.

You'll probably want some slow phase control powers so you can gather up explorers and stomp them out more efficiently. Also, you'll want higher tiers of your innate to do more damage in a single action. Otherwise you'll spend a lot of time chasing explorers around and killing only one at a time. Badlands help of course.

Between your wilds and your control tools, you can often set up turns where you have no ravages, or no builds, which will trigger Russia 6. Try to set up so that escalations and, if possible, Russia 6, arrive at or near your Incarna so that you can clear the land immediately with a stomp.

Scotland

Your wilds stop coastal towns, which is pretty valuable in the matchup. You should put wilds mostly on the coast past the early turns if Scotland 6 is in play.

Surging Lahar + level 1 empowered stomping is 8 damage, which is enough to wipe out Scotland's starting cities plus an exploring town.

Overall, Scotland doesn't threaten you that much outside of the early stage 3. Early coastal explores are easy for you to handle. Surging Lahar + a level 1, unempowered stomp is 5 damage which cleans out a town + city, and Terrifying Rampage can stall either two cities + explorer, or town + city.

If the invaders explore into land 2 as their second explore, you still have options. You can plan to destroy or push the town so that you can Terrifying Rampage the turn after, or you can do the turn 2 empower and stomp out the whole land.

Habsburg Mining Expedition

Blazing Intimidation and Wilds both cleanly answer 2-explorer lands. HME has no way to get into lands besides exploring, so your wilds are very strong here, but will be taxed because they do a LOT of exploring. You can handle the level 6 double explores fairly well, though it's still worth trying to get the fourth blight down in time for the salt deposits card. (A single explorer going into an empty land will not ravage the next turn)

Blazing Intimidation is a solid control piece, but do be mindful of the HME loss condition when you're deciding where to push.

Terrifying Rampage does not change whether a land is a mining land, so a 3-invader land will still ravage, but probably will not blight.

Pick one or two problem lands to Mining Boom in and hang around nearby so you can go stomp them out when they come up.

You know exactly when the Salt Deposits card appears, so you know where to put your Wilds. Between Wilds and stomping, you can often cut HME down to size on that turn and the next.