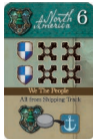


India:
Jaipur the Pink City
Built to the architectural principles of Vastu shastra and Shilpa shastra, Jaipur is one of the first planned cities in India.

Immediately when drawn, you may take a building from the tray (*that is within your build level*) and **replace** an existing **unoccupied** building in your seaside. Return the replaced building to the tray.



North America:
We The People
Countless ships full of Europeans immigrated to the Americas to find a new life in a new land.

Immediately when drawn, move all of your discs from the North America shipping track to your Harbor.

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ENDEAVOR

AGE OF EXPANSION

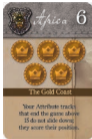
DOMINIUM MICRO-EXPANSION

Add these Value-6 cards into your region decks for even more historical twists!



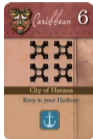
South America:
City of Gold
The mythical El Dorado inspired many expeditions into the jungles to find its riches, mapping much of South America as a result.

Immediately when drawn, perform up to 2 Payment actions.



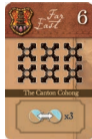
**Africa:
The Gold Coast**
The belly of west Africa was a major point of European contact on the continent; nations battled each other for access to its riches.

Your Attribute tracks that end the game above 15 do not slide down; they score their position.



**Caribbean:
City of Havana**
Used by the Spanish as a base to assemble treasure fleets, Havana boomed into a major trading port and the jewel of the Caribbean.

Keep this card in your Harbor. It does not count towards your hand limit.



**The Far East:
The Canton Cohong**
The Canton Cohong was the Chinese merchant's guild that monopolized foreign trade for over three centuries of the Qing Dynasty's reign.

Immediately when drawn, perform up to 3 Trade actions.

Each Dominion card has a Draw Value of 6. That means that you'll need at least 6 presence in a region in order to draw its Dominion card. It won't always be easy to establish that kind of dominance in a region, but with focus and planning, you can build up to grab the one you want!