



**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.*

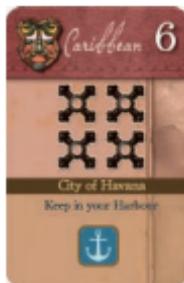
Immediately when drawn, perform up to 2 Payment actions.



## 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!*