

💡 NUNO SANTOS ✎ ALBERTO FARIÁ

MONTADO

RULES



2-4
players



+8
ages



30
minutes



INTRODUCTION

The Montado is one of the richest ecosystems in the Iberian Peninsula, where cork oaks coexist in harmony with thousands of species of plants and animals.

For centuries, local communities have carried out sustainable activities that preserve this delicate balance.

In this game, each player creates their own Montado, introducing species that depend on one another to thrive.

OBJECTIVE OF THE GAME

Create the richest and most balanced Montado ecosystem, scoring points through the species that inhabit it and the human activities you manage to incorporate. To achieve this, the player must acquire the various species, manage their hand of cards representing them and place them in their Montado efficiently. At the end of the game, the player with the most points is declared the winner.

The Montado de Sobro (cork oak forest) plays an essential role in human activity, standing out for both its economic and sociocultural significance. In Portugal, it supports cork production, an activity in which the country is a world leader, with a direct impact on employment and income in rural communities.

It also enables a range of activities such as beekeeping, extensive grazing, the raising of native livestock and nature tourism, for example.

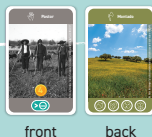
COMPONENTS

✦ 112 Species cards (including 40 base cards marked with ☀);

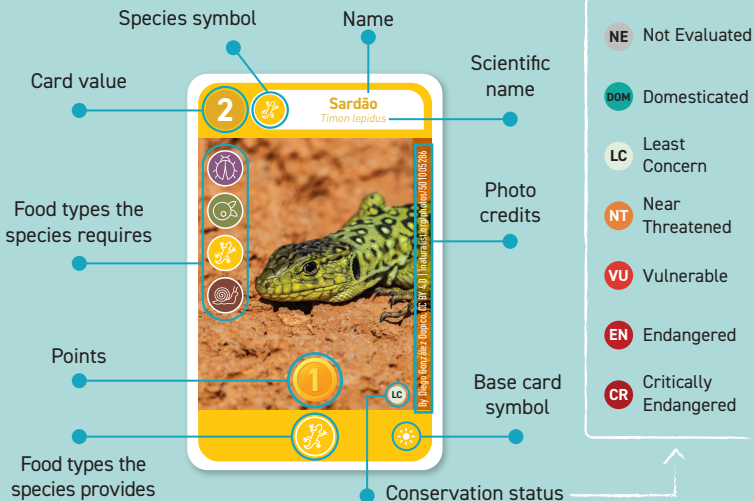


✦ 8 Human Activity cards, with the reverse side representing the starting point of each player's Montado.

✦ This Rulebook.



ANATOMY OF THE SPECIES CARDS – EXAMPLE



The Montado is recognised as one of the most important ecosystems for the conservation of global biodiversity, serving as the preferred habitat for some of Europe's most endangered species, such as the Iberian lynx and the Iberian imperial eagle.

SETUP

- Shuffle the Human Activity cards with the back (Montado side) facing up. Place 4 of these cards at random in a row, with the Human Activity side facing up on the playing table.
- From the remaining Human Activity cards, each player receives one card in front of them with the back (Montado side) facing up. This represents the start of the creation of their Montado. The unused Human Activity cards are returned to the box.
- With 4 players, use all 112 Species cards. With 2 and 3 players, separate the 40 base Species cards (marked with ☀️) and add to them:
 - ✖️ 16 randomly selected Species cards, if there are 2 players;
 - ✖️ 40 randomly selected Species cards, if there are 3 players;
 Shuffle the cards to be used to form the Species Deck. The remaining unused Species cards are returned to the box.
- Place the Species card deck face down in the centre of the game table and reveal 6 cards, placing them in a row next to it.
- The player who most recently saw a cork object is the starting player.



Example game setup
for 3 players.

The main product of the Montado de Sobro is cork, the bark of the cork oak. Cork harvesting is the process of removing the bark from cork oaks and marks the beginning of the cork's life cycle. It takes 25 to 30 years for a cork oak trunk to start producing cork and become profitable, and each trunk must reach a circumference of around 70 cm when measured 1.3 m above the ground. The harvesting of each cork oak lasts, on average, 150 years.

HOW TO PLAY

On their turn, the player draws Species cards into their hand. If they have 6 or more cards in their hand, they play cards in front of them onto their Montado. Finally, they pass the turn to the player on their left. Turns always proceed in a clockwise direction.

PICK UP SPECIES CARDS FOR YOUR HAND:

At the start of their turn, the player chooses from the 6 face-up Species cards a set of cards to add to their hand. The sum of the values of the chosen **cards must not exceed 3**. The player may therefore collect the following on their turn:

three cards
of value 1

OR

two cards
of value 2+1 or 1+1

OR

one card
of value 3 or 2 or 1



Example



Example



Example

The player must draw at least one card on each turn, regardless of its value.

After collecting cards, the Species card row must be replenished with cards drawn from the top of the Species deck until it once again contains 6 face-up cards.

Please note: if it is not possible to fully replenish the row because the deck has run out, the game ends immediately. In this case, the End of Game and Scoring phase applies.

EXPAND YOUR MONTADO:

Before ending their turn, if the player has 6 or more cards in hand, they must:

Play cards in front of them,
one at a time, increasing
Their Montado

and

Discard the remaining cards from
their hand into the game box (face
up), and they may choose to keep
just one card in their hand.

The placement of cards in the Montado depends on the type of Species card.

See explanation and example on page 5.

In addition to its inestimable biological value, the Montado performs crucial ecological functions. When properly managed, it can sequester up to 5 million tonnes of CO₂ annually in Portugal, regulates the water cycle, helps to curb desertification and serves as a natural barrier against fires.

PLANTS



- ✗ Plants have no placement cost.
- ✗ They can only be placed in the same horizontal row as the 'Montado' card. It does not matter whether they are placed at the start or at the end of the row.
- ✗ They cannot be placed anywhere other than that row.

In this example, the player placed two Plant cards to the left of the Montado card. They could have placed one on each side or both to the right of the Montado card.

REMAINING SPECIES



- ✗ The remaining species have a placement cost.
- ✗ The card's value indicates how many different types of food listed on the card are required to play it. These types of food must be visible on the player's Montado as resources available for supply. They must therefore be visible at the bottom of the cards already played and must not be covered.

It was possible to place the Caracól-das-cervejarias because there was **2** food types required for its placement in the player's Montado (and). The player chose to cover the Medronheiro because it showed a .

- A card with a **value of 1** requires that at least **one** of the food types indicated by the species be visible.
- A card with a **value of 2** requires that at least **two** of these food types be visible.
- The same applies to a card with a **value of 3**, which requires three different types. The same type of visible food cannot be counted more than once, unless the Species card itself features that type of food repeated. (e.g. Porco Alentejano)

It is now possible to place the Porco Alentejano, as there are **3** the necessary food items in the Montado for this purpose:

The player chooses to play on the Trevo-Subterrâneo card, covering 1 of these food items.

- ✗ If the requirement is met, the card may be played, covering the food provided by a card already present in the player's Montado, which has at least one of these required types of food.

At the end of the turn in which they have placed cards on their Montado, the player must discard the remaining cards from their hand into the game box (face up), though they may choose to keep just one card in their hand.

END OF GAME AND SCORING

When attempting to replenish the central row with 6 Species cards, if there are not enough cards in the deck to do so, the game ends. All players may still attempt to place the cards in their hand onto their Montado, following the same placement rules, and must discard any cards they do not place. The final scoring then takes place.

For each of the 4 Human Activity cards in play, the players check who placed the majority of cards according to the criteria indicated on each card. The symbols representing the types of food on the cards do not count toward the majority. The player with each majority receives the respective card and its points.



In the event of a tie, the card is discarded (no one scores it).

Each player then adds up the Victory Points from all the Species cards (1234) in their Montado and from the Human Activity cards they have earned. The player with the most points wins the game. In the event of a tie, the player who placed the most Species cards in their Montado wins. If the tie persists, those players share the victory.

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Portuguese edition:

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Since 2009, the municipality of Coruche has led the PROVERE Montado de Sobro e Cortiça Collective Efficiency Strategy (EEC), representing a territory that encompasses 27 municipalities in the Alentejo NUT II region, supported by a consortium of public and private partners, associations, and entities from the national scientific and technological system. Within this community framework, we wish to reinforce the concept of the Montado de Sobro e Cortiça—a Collective Heritage to be Valued, a unique endogenous resource, a distinguishing feature, and a striking natural and humanized heritage of this vast territory. We propose a new ambition for the EEC, continuing to work on its capitalization as a driver of the territory's economic and social fabric through its distinctive character, enabling the creation of experiences and a premier tourist destination, in alignment with the challenges of the digital and climate agendas. In this context, we will strengthen the thematic focus by leveraging research, innovation, and skills development to create jobs, business opportunities, and value generation, as well as to foster entrepreneurship and internationalization. We will integrate responses to the challenges associated with the digital and green transitions, reinforcing the Montado de Sobro e Cortiça brand and positioning

it as a premier destination to live, visit, work, and learn.

Guided by the vision of a region with unique and inimitable resources, we aim to engage the community in promotional activities, strengthening the mobilization of a cohesive network that enables the enhancement of these resources and the attraction of tourists, through distinctive and innovative initiatives that respect local identity and culture, and the strengthening of service offerings associated with the enhancement of these resources, with a view to increasing the resilience of the Montado, prioritizing its uniqueness and biodiversity. Thus, we aim to promote the Montado de Sobro e Cortiça as a unique and distinctive endogenous resource, unparalleled in the world, as a singular and remarkable humanized natural heritage of the region, where Portugal is truly GREATER. To implement the vision inherent to the Thematic Focus of the EEC PROVERE, four strategic axes (SA) have been defined, each associated with Strategic Objectives (SO) consistent with the specificities of the territory's economic and social development, with the current challenges of transition (Digital and Green) and a commitment to rural entrepreneurship, and aligned with regional, national, and European strategic priorities.