

DKT – The Business Talent

For more than two generations, DKT has been played in Austria. Buy, sell, and build assets – a reflection of real business life. The monetary values are deliberately low so that younger players can also participate and learn the basics of commerce.

Game Contents

- 1 game board
- 2 dice
- 6 playing pieces
- 32 houses
- 8 hotels
- Play money
- 13 Regional cards
- 13 Bank cards
- 29 Property cards

The Regional and Bank cards are placed face down on their designated spaces on the board. The game can be played by 3 to 6 players plus a banker. If fewer than 7 people are playing, one player also acts as the banker.

Starting the Game

The banker pays each player 1,500 units of play money as starting capital:

- $2 \times 200 = 400$
- $6 \times 100 = 600$
- $6 \times 50 = 300$
- $5 \times 20 = 100$
- $6 \times 10 = 60$
- $7 \times 5 = 35$
- $5 \times 1 = 5$

Total: 1,500 Units

The remaining banknotes and property cards stay with the bank. The bank sells all assets to players according to the following rules. The player receives the corresponding property card showing the purchase price, rent, and the cost of houses or hotels.

Game Duration

Before starting, decide how long the game will last. Beginners are advised to play for about two hours; advanced players can finish within an hour. The player with the highest total assets (cash, real estate, houses, and hotels) at the end of the agreed time wins. You may also play until only one player remains and “rules” the entire Pinzgau region.

How to Play

Starting

The player who rolls the highest number begins. Play continues clockwise. Each player moves their piece according to the number rolled, following the direction of the arrow.

Buying Properties

If a player lands on an unowned property, they may purchase it by paying the bank the amount shown on the property card. The card is placed face-up in front of the player. The same applies when landing on an ALPIN CARD or Excursion field.

To speed up the game, the banker can shuffle the property cards before the start and give two cards to each player, which must then be purchased from the bank.

Special Fields

If a player lands on a **Regional** or **Bank** field, they draw the top card from the corresponding deck, follow the instructions, and then place the card at the bottom of the pile.

If a player lands on a field owned by another player, they must pay rent as stated on the card. Rent must be claimed immediately; otherwise, the right to collect it is lost.

Rolling Doubles

If a player rolls doubles (e.g., 3–3 or 4–4), they roll again and move forward by the total of both rolls. However, if a player rolls doubles three times in a row, they must go directly to **jail** (field 31 – “Hefn”).

Jail

Players who land on the “Law Violation” field (field 11) also go to jail. A player in jail skips two turns but may pay 50 to the bank to be released early. When a player passes **KIWANIS Start**, the bank pays them a salary of 200. Players leaving jail do not receive this payment.

Houses and Hotels

Houses

If a player owns all properties of one region (same color), they may buy houses from the bank and build them on their properties. Houses must be built evenly – no property may have a second house until all properties of that color have one. Up to four houses can be built on each property.

If the bank has fewer houses than needed, they are auctioned to the highest bidder. If no houses are available, players must wait until the bank buys some back.

Hotels

To build a hotel, a player must have four houses on each property of a region. The player exchanges the four houses for one hotel, paying the price listed on the property card. Only one hotel may be built per property.

Players may sell properties or ALPIN CARD/Excursion fields to other players at freely agreed prices, but only if no houses or hotels stand on them. If buildings exist, they must first be sold back to the bank at half the purchase cost. For a hotel, the bank pays half the hotel price plus half the value of the four replaced houses. Houses and hotels may only be sold to the bank.

If a player cannot pay debts even after selling houses or hotels, they hand over their remaining assets to the bank, which auctions them and uses the proceeds (after deducting loans and interest) to pay the creditor.

The last remaining player wins!

Rules and Conduct

Basic rule: Apart from bank loans, no debts may be incurred. For example, if a player lands on a property and cannot afford the rent, they must sell houses or properties to pay immediately. Borrowing from other players is not allowed.

Show your business talent – and enjoy many fun hours with DKT!

If you have questions or suggestions about “DKT – Das kaufmännische Talent”, please contact: Wiener Spielkartenfabrik Ferd. Piatnik & Sons Vienna piatnik.com

KIWANIS Club Zell am See

More Than Just a Game

The KIWANIS Club Zell am See is part of a global community of dedicated people committed to supporting children, families, and social engagement. Our motto: **“We serve the children of the world.”**

We help where help is urgently needed: discreetly, efficiently, and with personal commitment. Our core values are:

- Humanity before materialism
- Friendship and responsibility
- Action instead of words
- High standards in professional and social life

The DKT Pinzgau board game is a project especially close to our hearts. It combines play, regional identity, and social responsibility.

A heartfelt **Donkschen** (thank you) to all sponsors who made this game possible through their support. Your contribution helps us provide real assistance to families in our region.

Enjoy the game! There will be one winner – but in reality, many families in need have already won.

<https://zellamsee.kiwanis.at/dkt>