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## [Master of Olympus - Zeus Cheats and Hints \(PC\)](#)

### *Money, food and other codes and tips*

Master of Olympus - Zeus (Zeus: Master of Olympus in the US) is the fifth full title of the [City Building](#) Series developed by Impressions Games and published by Sierra Entertainment. Like previous titles, Zeus focuses on the building and development of a city in ancient times, this time Ancient Greece. It features some changes to the Caesar III engine, most notably the new housing blocks, now dividing "common" and "elite" housing from the start, and more detailed walkers. ([Wikipedia](#))

**CHEATS** Press Ctrl Alt C, then enter one of the following case-sensitive codes to activate the corresponding cheat function.

**Codes** 1,000 Drachmae  
Delian - Treasury Win current scenario after a few months - Ambrosia Strike specified location with fireball - Fireballs from Heaven Towers shoot cows - Bowvine and Arrows Dairy workers wear cheese costume - Cheese Puff Unlimited food - Fishy Sound effects - SoundFrag

**GAMEPLAY HINTS** Shoot cows from the sky Enable the Bowvine and Arrows code followed by the Fireballs from Heaven code to shoot cows from the sky.

**Hero's Hall** Sometimes a Hero's Hall must be built in certain places. For example, Theseus' Hall needs to be built by the palace, surrounded by walls and have good appeal. On maps where space is at a premium this can be difficult to accomplish. To get around this, after you have filled the requirements to summon the hero, and while the hero is on his/her way to the city, you can demolish the hall and any of the structures you had to build to meet the requirements. Then, rebuild the hall anywhere that is connected to a road. The hero will not care and will serve your city as usual.

**Easy monster kills** Instead of worrying about building the Hero's Hall to slay monsters, use the Fireballs from Heaven code to shoot fireballs at a monster. One hit and the monster is slain.

**Winning battles** If one of your rivals is about to attack you in one month, save the game. When the enemy arrives, fight them. If you lose, load that game again (without saving it). You should now have the opportunity to fight them again. The next time they come, bribe them (if possible). If you cannot bribe them, fight them again. If you lose, load the game again. Fight them until you win, then save the game.

**Earthquake** If an earthquake happens and the land is no longer able to be built on, use the Fireballs from Heaven code to rain fire over the affected land. Then, clear the land as normal and you can now build freely upon it. Here is a video from the expansion: