

## Max Mana limit

Posted by Flagris - 11 Apr 2020 09:20

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I thought it's just a sum of possible mana sources for your side (say, if your Mana is grey, the Max would be the White and Grey sources mana income summed up) but it seems that's not so.

Where does it come from? Is it 'hardcoded' in scenario/map settings? If so, what are the criteria to afford specific values to sides/factions?

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## Re: Max Mana limit

Posted by KGB - 13 Apr 2020 23:31

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The Max Mana Limit comes from your army set (PGS). If you use a custom PGS you can have it as high or low as desired.

It increases during a game by 1 for every mana crystal you find.

KGB

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## Re: Max Mana limit

Posted by Flagris - 14 Apr 2020 09:22

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Max Mana limit comes from PGS? Does it mean that every unit has some hidden 'mana value' that adds to form Mana limit of a PGS?

I haven't use a custom PGS yet, so I don't have a clear knowledge of this mechanics. What is the Max limit of Max limit <sup>o</sup>  
In case of using a custom PGS, if any?

And I'm still confused about colors of mana. The Strategy Guide mentions 4 colors, White, Grey, Black and Purple (meaning you can use all he three regular colors) but I didn't see any Black in-game yet, in campaigns and scenarios I saw only White, Grey and Purple.

The Manual mentions only three regular ones.

The Granite Golem guide mentions three regulars too, and says that they are arranged like that:

White - uses White and Grey

Black - uses Black and Grey

Grey - uses all three colors.

So whom must I believe? <sup>o</sup>

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## Re: Max Mana limit

Posted by KGB - 14 Apr 2020 16:04

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### Flagris wrote:

Max Mana limit comes from PGS? Does it mean that every unit has some hidden 'mana value' that adds to form Mana limit of a PGS?

I haven't use a custom PGS yet, so I don't have a clear knowledge of this mechanics. What is the Max limit of Max limit <sup>o</sup>  
In case of using a custom PGS, if any?

No. There is a slider bar in the PGS creation menu that sets your max mana. I can't remember the max value you can set it but it's at least 30 and maybe higher.

If you create a custom PGS it will be quite clear how it all works because there are sliders for all kinds of values (max mana, starting mana, mana color, starting gold, stack size etc). As you change these value it costs 'points' and you only have so many points to spend on your PGS so you have tradeoffs between these things and which units and boats you have etc.

### Flagris wrote:

And I'm still confused about colors of mana. The Strategy Guide mentions 4 colors, White, Grey, Black and Purple (meaning you can use all the three regular colors) but I didn't see any Black in-game yet, in campaigns and scenarios I saw only White, Grey and Purple.

The Manual mentions only three regular ones.

The Granite Golem guide mentions three regulars too, and says that they are arranged like that:

White - uses White and Grey

Black - uses Black and Grey

Grey - uses all three colors.

So whom must I believe?👉

Believe Granite Golems guide. It's accurate. I've never heard of Purple mana. Maybe that is meant to be mana crystals??? What you see in the game from the cities is Black, White and Grey.

In your PGS you can select which color your side uses: Black, Grey, White. This is meant to thematically represent (Evil, Neutral and Good). Then based on your selection, Granite's comment above applies (ie if you select White, you can't use Black mana so cities with Black income won't count for your mana income).

KGB

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## Re: Max Mana limit

Posted by Flagris - 14 Apr 2020 16:43

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### **KGB wrote:**

There is a slider bar in the PGS creation menu that sets your max mana. I can't remember the max value you can set it but it's at least 30 and maybe higher.

So the max mana in any particular preset (vanilla) scenario is set by creator of this scenario as well, right? If so, I find preset limits in some scenarios questionable 🙄

**KGB wrote:**

Believe Granite Golems guide. It's accurate. I've never heard of Purple mana. Maybe that is meant to be mana crystals??? What you see in the game from the cities is Black, White and Grey.

Oh, then that purple-outlined dark grey star meant to depict Black, I suppose. Whence the strategy guides creators took their info, it remains vague.

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**Re: Max Mana limit**  
Posted by KGB - 14 Apr 2020 20:31

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**Flagris wrote:**

So the max mana in any particular preset (vanilla) scenario is set by creator of this scenario as well, right? If so, I find preset limits in some scenarios questionable 🙄

You've misunderstood. A PGS is your side/army set. Each player has their own PGS and hence their own max mana limit based on whatever they think they need for their selected heroes.

So the scenario creator has no control over the max mana. They do obviously have control over the mana they place for each city on the map (assuming the scenario creator is making a custom map as opposed to using a premade map or a random generated one).

**Flagris wrote:**

Oh, then that purple-outlined dark grey star meant to depict Black, I suppose. Whence the strategy guides creators took their info, it remains vague.

It's possible the guide was created / finished before the game. Or Purple was meant to be mana crystals which are usable by anyone who finds them.

KGB

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## Re: Max Mana limit

Posted by Flagris - 15 Apr 2020 09:33

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### **KGB wrote:**

Each player has their own PGS and hence their own max mana limit based on whatever they think they need for their selected heroes.

So the scenario creator has no control over the max mana.

Well, let's take some vanilla scenario created by Steve himself. I open it with Editor and look at the sides. Every side has its own set of available units, heroes and its own amount of max mana (6, 12, 16 etc). It was Steve who set these units and heros lists and max mana levels, right? So the creator of scenario do  
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have control over the max mana limit, right?

Well, the creator *had* control over it while the scenario was being created. After it there's no control from creator's side, of course (quite a theological sentence, isn't it?)

When I move this Max Mana slider (the MAX is 32, by the way) the only dependent slider is Current Mana amount. The more Max Mana I set, the less Current Mana becomes. I didn't notice any other dependencies or tradeoffs.

**KGB wrote:**

It's possible the guide was created / finished before the game. Or Purple was meant to be mana crystals which are usable by anyone who finds them.

Well, in fact there is no black-colored icons for the Black mana in-game. They are *purple* indeed. Purple stars for mana, and purple-outlined dark-grey dots for cities with Black mana on the minimap in Mana Report.

Maybe it was the source of confusing.

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**Re: Max Mana limit**


Posted by KGB - 15 Apr 2020 13:54

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**Flagris wrote:**

It was Steve who set these units and heros lists and max mana levels, right? So the creator of scenario does

have control over the max mana limit, right?

Well, the creator *had* control over it while the scenario was being created. After it there's no control from creator's side, of course (quite a theological sentence, isn't it? 

You are correct, the scenario creator had control when the scenario was created. I treat these as the 'suggested sides' by the scenario creator.

But ultimately it's the player who has control since they can freely swap out one or more of the sides in the scenario for one or more of their own at the game setup screen (ie where you pick which side to play). I've often replaced all 8 sides with ones of my own because I wanted the AI to use Stormheim/KHeroes.

**Flagris wrote:**

When I move this Max Mana slider (the MAX is 32, by the way) the only dependent slider is Current Mana amount. The more Max Mana I set, the less Current Mana becomes. I didn't notice any other dependencies or tradeoffs.

32. A multiple of 2. I should have guessed that number based on programming and base 2. LOL.

By trade off, I mean that each point of increase in max mana decreases the amount of set points (shown at the top of the screen) you have to spend on your PGS. Since everything (units, boats, heroes, stack size, starting gold/mana, mana color etc) uses some amount of set points, the more you spend on max mana the less you have to spend elsewhere on units/heroes/boats and so on. It's a real art form to create a great PGS since there is never enough points to get everything you want.

KGB

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## Re: Max Mana limit

Posted by Flagris - 15 Apr 2020 14:46

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### KGB wrote:

By trade off, I mean that each point of increase in max mana decreases the amount of set points (shown at the top of the screen) you have to spend on your PGS. Since everything (units, boats, heroes, stack size, starting gold/mana, mana color etc) uses some amount of set points, the more you spend on max mana the less you have to spend elsewhere on units/heroes/boats and so on. It's a real art form to create a great PGS since there is never enough points to get everything you want.

Oh, now I understand, finally 😊  
I should need to try to create a custom PGS to find out all the subtleties.

Sorry for bothering you with such dilettant questions. I just returned to my old idea to upgrade/rewrite the Granite Golem guide. It exists only in Russian, it's hard to find now, and up to two thirds of it is full of info useful only for complete rookies, like what button calls what menu, and so on. While I'd like to make some internationally useful reference guide that explains and clarifies all the game *mechanics* as fully as possible containing all the necessary numbers, values, variables, tables and such. Something like bigger

version of WizIce's Warlords 4 document.

The thing is that I seem not to be the best person for such task 🙄  
lacking experience and knowledge. But I just want to add my share to preserve everything about  
Warlords 3, probably the best strategy game (turn-based, at least) ever made.

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