

Pro Basketball Manager 2016 Ativador Download



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About This Game

Pro Basketball Manager 2016 is a comprehensive and realistic basketball management game. Take control of your favorite club and lead it to the summit of the biggest leagues in the world. It is up to you to manage your club: from training to transfers, taking in such aspects as finances and team goals, and not forgetting your direct instructions during matches!

TAKE CONTROL OF ONE OF THE 1,000 PLAYABLE TEAMS!

In Pro Basketball Manager 2016, you can choose to start your career at the head of a well known team such as Los Angeles or New York, but you can also choose to coach a college team or, indeed, a team from anywhere in the world. The choice is yours! In addition to training your own club you can wear two hats at the same time and train a national team!

MORE THAN 70 WORLD COMPETITIONS IN WHICH TO TAKE PART!

From the US college championships to the renowned national American league, through the European leagues, but also African, or Asian, numerous competitions are playable in Pro Basketball Manager 2016. In addition to the national competitions available to your club you can also compete in international competitions!

EACH LEAGUE HAS ITS OWN RULES

Each league has its own rules and these have been faithfully reproduced in Pro Basketball Manager 2016. Your bosses fix your seasonal goals, which you can even set higher! The recruitment process applied to your team will differ completely according to the league in which you play. If you run a non-professional team, in which the players are not paid, you must convince players to join your side by showing real interest in

them. Whereas in the North American league, you will have to handle all the complexity of contracts, exceptions to avoid paying the luxury tax, not to mention trades or the draft. Finally, in the other leagues you will have to manage the buying of players, loans or free agents, taking care not to exceed the payroll allocated to your team for the season.

SCOUTING, TRAINING, FINANCES ... NUMEROUS PARAMETERS TO MANAGE YOUR TEAM

Send your scouts to check out players around the world through an in-depth scouting system. Train your players collectively, but also individually in order to get the best results. Improve your club's finances by improving your arena... many possibilities are open to you to make your club the most famous on the planet!

2D AND 3D MATCHES IN WHICH YOU CAN GET INVOLVED

Once your team is prepared, you can attack the season and play all matches live! You can choose to watch the matches in 2D or 3D; check the condition of each of your players; make substitutions and even adjust your strategy at any time during the match. You are, thus, able to change your defense or offense tactics, and also to change the next play that will be made by your players!

YOUR OWN ON-COURT PLAYBOOK!

Pro Basketball Manager 2016 allows you to greatly deepen your experience as a coach by letting you create your own plays, which you can then use live during matches. Set your imagination free, it's you the play master! If you are taking your first steps as a manager, you can also get help from an assistant who will handle the most complex tasks for you.

NUMEROUS INTERACTIONS BETWEEN PLAYERS AND COACH

Each player has his own personality and his own affinities with such and such a player or club. This will influence his desires and his mood and, as manager, you must find a happy medium.

THOUSANDS OF STATISTICS AT YOUR DISPOSAL!

Be it individual players or teams, you have a whole range of statistics at your finger tips that allow you to manage your progress. You can thus check on the mental or physical state of your players, evaluate your own career, or even look back through the archives on each match, both for your team or another. A comparison tool even allows you to instantly compare two players.

A CUSTOMIZABLE INTERFACE

The game interface reflects your team and adopts its colors! You can also customize your coach profile: name, age, nationality, image, etc.

COMPARE YOUR RESULTS WITH THE COMMUNITY

Check out your stats, such as your total number of victories or the list of your achievements. And thanks to an online ladder, discover how you are ranked against other Pro Basketball Manager 2016 players.

MAKE CHANGES TO THE GAME VIA THE DATABASE EDITOR!

Pro Basketball Manager 2016 includes a database editor that allows you to change the names of teams and players throughout the game, letting you create your own universe. You can also download the databases of other players from around the world and use them for your own matches.

Title: Pro Basketball Manager 2016

Genre: Simulation, Sports

Developer:

Cyanide Studio, Umix Studios

Publisher:

Bigben Interactive


Release Date: 14 Jan, 2016

b4d347fde0

English,French,Turkish

MANAGER CHICAGO WORLD
koobe
NEXT DAY

Prospects Competitions Search
THU 02 JUL 2015



KOBE BRYANT

Shooting Guard/Small Forward - 198 cm - 93 Kg

Born 23/08/1978 (36 years) in Philadelphia


Hollywood

Experience in American League : 17

Neutral

- PLAYER CARD
- LAST GAMES
- DETAILED STATS
- RECORDS
- COMPARE WITH
- CAREER
- AWARDS
- INTERACT

SEASON	AWARD	TEAM	COMPETITION
2012 / 2013	MVP of the week (Western Conference) (Week 8)	Hollywood	American League
2012 / 2013	First 5 of the Tournament	Hollywood	American League
2011 / 2012	Month's MVP (Western Conference) (January)	Hollywood	American League
2011 / 2012	MVP of the week (Western Conference) (Week 3)	Hollywood	American League
2011 / 2012	MVP of the week (Western Conference) (Week 2)	Hollywood	American League
2011 / 2012	First 5 of the Tournament	Hollywood	American League
2010 / 2011	Month's MVP (Western Conference) (March)	Hollywood	American League
2010 / 2011	MVP of the week (Western Conference) (Week 12)	Hollywood	American League
2010 / 2011	First 5 of the Tournament	Hollywood	American League
2009 / 2010	Month's MVP (Western Conference) (December)	Hollywood	American League
2009 / 2010	MVP of the week (Western Conference) (Week 48)	Hollywood	American League
2009 / 2010	MVP of the week (Western Conference) (Week 47)	Hollywood	American League
2009 / 2010	First 5 of the Tournament	Hollywood	American League
2009 / 2010	Finals MVP	Hollywood	American League
2009 / 2010	MVP of the week (Western Conference) (Week 43)	Hollywood	American League
2008 / 2009	MVP of the week (Western Conference) (Week 11)	Hollywood	American League
2008 / 2009	Month's MVP (Western Conference) (January)	Hollywood	American League
2008 / 2009	MVP of the week (Western Conference) (Week 3)	Hollywood	American League
2008 / 2009	MVP of the week (Western Conference) (Week 1)	Hollywood	American League
2008 / 2009	Month's MVP (Western Conference) (December)	Hollywood	American League
2008 / 2009	First 5 of the Tournament	Hollywood	American League
2008 / 2009	Finals MVP	Hollywood	American League



Chicago

AL : Regular season, Standings Eastern Conference 6 / 15

10/8/2015 : ORE - IND

10/10/2015 : OHI - UFL

10/12/2015 : IOP - OHI



MANAGER MIAMI USA WORLD NEXT DAY

Players Tactics Training Schedule Trades Finances Arena Staff Scouting Hiring WED 07 OCT 2015

PARAMETERS

Team Training vs Individual Training: 2hour(s) of team training / 1hour(s) of individual training

Hours of training per day:

Hours of training the day before games:

Hours of training the day after games:

INDIVIDUAL TRAINING TEAM TRAINING

PLAYER NAME	POS	CONDITION	FRESHNESS	FITNESS	MOOD	OPINION	TRAIN	BREAK	INTENSITY	PRIORITY	OTHER POSITION	EVOLUTION
D.Wade	SG		100%	43%		Neutral	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
C.Bush	PF/C		100%	37%		Neutral	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
L.Dang	SF		100%	17%		Neutral	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Normal	None	None	
G.Dragac	PG/SG		100%	36%		Neutral	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Very high	None	None	
H.Whitehead	C		100%	43%		Neutral	<input type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
A.Stoudemira	PF/C		100%	43%		Neutral	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
C.Anderson	C		100%	43%		Neutral	<input type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
U.Hastam	PF		100%	33%		Neutral	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Normal	None	None	
J.McRoberts	PF/C		100%	43%		Neutral	<input type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
G.Grean	SG/SF		100%	43%		Neutral	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Low	None	None	
J.Winslow	SG/SF		100%	43%		Neutral	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
J.Stokas	PF		100%	43%		Neutral	<input type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
B.Udrah	PG		100%	43%		Neutral	<input type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	
J.Richardson	PG/SG		100%	43%		Neutral	<input type="checkbox"/>	<input type="checkbox"/>	Normal	None	None	

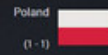
Miami AL: Standings Eastern Conference 13 / 15 USA AC: Competition is over, Standings 1 / 10

10/8/2015: DET - MIA
10/12/2015: NOP - MIA
10/16/2015: MIA - UTA

ProBasketball Manager 2015



9/13/2015



European Championship Women : Group phase : Game Day 3

ROSTER | STATISTICS COMPARISON | STATISTICS | LAST GAMES | PRESENTATION

PLAYERS TO WATCH



Edwige Lawson-Wada
14.5 points on average in the competition
★★★★★



Katarzyna Sobak
20 points on average in the competition



Géraldine Robart
Average evaluation of 17.5 in the competition
★★★★★



Agnieszka Bibrzycka
Average evaluation of 14.5 in the competition

INDIVIDUAL STATISTICS

PLAYER NAME	G	PTS	FG	FGA	FG%	3PM	3PA	3P%	FTM	FTA	FT%	DEFR	OFF
E. Lawson-Wada	2	14.5	5.5	10.5	52.4	1	6	16.7	2.5	2.5	100	1	0
G. Robart	2	13	5.5	10	55	0	3.5	0	2	2	100	4	2
L. Barbe	2	5.5	2	4	50	0	0	0	1.5	2	75	1.5	0.5
E. Ndongua	2	4	1.5	3	50	0	0	0	1	2.5	40	1	0
C. Westzinck	2	4	1.5	2.5	60	0.5	0.5	100	0.5	0.5	100	2	0.5
A. Feaster	2	3.5	1	1	100	0	0	0	1.5	2	75	0	0
F. Sacku	2	2	1	2.5	40	0	1.5	0	0	0	0	0	0.5
H. Ciek	2	2	1	1.5	66.7	0	0	0	0	0	0	2.5	0
J. Cortinovas	2	2	0.5	5	10	0	3	0	1	1	100	4.5	1

Average stats Overall stats

PLAYER NAME	G	PTS	FG	FGA	FG%	3PM	3PA	3P%	FTM	FTA	FT%	DEFR	OFF
A. Bibrzycka	2	17.5	6	9	66.7	2.5	4.5	55.6	3	3.5	85.7	1.5	1
K. Sobak	2	20	8	10.5	76.2	1	2	50	3	3	100	0	0.5
D. Miękoszyska	2	9.5	3.5	6.5	53.8	1	1	100	1.5	1.5	100	3.5	1
D. Fure	2	5	2	4	50	0	1	0	1	1	100	0.5	1.5
M. Kaczmarszczak	2	6	1	4.5	22.2	1	4	25	3	4	75	1	0
K. Skowronak	2	5	1.5	6	25	1.5	2.5	60	0.5	3	16.7	2.5	1
Z. Ziłtare	2	2	1	2.5	40	0	0	0	0	0	0	3	0
K. Antczek	2	2	0.5	0.5	100	0	0	0	1	1	100	0	0.5
B. Kopenwes	2	1.5	0.5	1	50	0	0.5	0	0.5	1.5	33.3	0	0.5

Average stats Overall stats

PREVIOUS

CONTINUE



TLDR; I love basketball and manager games, this one is so bad that I'd rather keep playing football/soccer managers or really do anything else than deal with this rather Early access product.

I really want to like this game. I really do. So much that I ignored the "mixed" reviews. I love sports management simulations and would love to have a good basketball one.

This one isn't it, sadly. It seems rushed and half done, more like an early access title. It is:

- crashes constantly (~ 1 crash per hour for me, hope you saved!)
- absolutely lacking documentation, the "manual" is a joke, couldn't even find what skills influence exactly what
- riddled with bugs (for example you can hire the same scout twice, he will show up twice, salary deducted twice, but he can only ever be on one mission)
- lots of unpolishedness that with time drives you crazy (select sorting, go to player page, go back, sorting gone :())
- missing features (or things I can't find in the game or the manual) - hey you are scouting this player, oh you realized after an update he is not for you - there is NO WAY (that I can find) to abort scouting that player so hey continue wasting resources on them
- Game gets ridiculously slow at times, e.g. if I played a game, simulated till end and afterwards want to simulate the schedule. At one time it just stopped after minutes. An no I haven't selected too many leagues, restart and reload the game and everything happens in seconds again (some sort of leak I guess)

That are just a few of the things. You can also find a "
" text in a fairly prominent text (HTML for line break, seems to have not been correctly converted). This hints to the amount of quality assurance this apparently went through.

Stay away.. Really enjoying this game so far. A lot of love and passion was put into it, you can tell. Roster desolate leagues need to be updated, but other than that, 5 stars for a basketball sim.. As someone who loves basketball i gotta say this game is awful there are no positives and some in excusable cons. Im 100% sure that the NBA is the most used league and its impossible to play in it. 1. there is no way to see your record or the standings around the league 2. this is the worst part of the game when you coach in the NBA there is no free agency at all or there is no list of free agents and all the big name players resign with there original team so you have to build your team throught the draft and thats it. As an avid fan of manager games and having sunk several hundreds of hours into FM, I was excited to see this game released. I skipped the 2015 edition of this game and hoped that 2016 would be a better game. So far, this game has not met my expectations.

The game is clunky, UI is messy, and the 3D engine is quite disastrous. Everything runs a couple seconds late, the animations are bad at best, and the game does not come with the right tools for you to make on the fly decisions as a "basketball manager."

That isn't to say this game does not have potential. The foundation has been laid for what could be a great game, but the devs will need to expand upon it to optimize the game performance and reduce the crashes. If they can do that, I would have happy to change my review to a recommend, but at this point, I simply cannot recommend this to anyone, even if you are a fan of simulation series/basketball.. Awful game! Waste of money. Incredibly slow to set up a game. Incredibly slow to load a previous save, to save a game or really do anything else for that matter. Nothing is explained properly, trades are confusing (even on simplified).

Don't buy!!!!

. Hey folks, did you like Basketball Pro Manager 2015?! No? Yeah, me neither.

Well, good news! It's back - with a slight rearrangement of the words in the title, anyway - and this time, it's got shooting fouls!

Pros:

- 1) English translation of French terms will keep you on your toes, regardless of your basketball knowledge. Your starting PG just got the master key? Hey, good for him.
- 2) You will become intimately familiar with the various menus and submenus as you try and track down the location of fundamental components like statistical leaders and free agents.
- 3) Worried that your team is lacking firepower on the perimeter? Never mind, that 6/20 rated three point shooting SF has got you covered - 60% on the year on just under 1 attempt a game.

-
- 4) Worried that those teeny little guards aren't going to help out on the glass? Don't be! With the rigidly scripted 3Dish engine, your guards have as much chance of being in a rebounding position as I do of firing this title up again.
 - 5) Did I mention shooting fouls?!

Cons:

- 1) My lack of familiarity with professional basketball coaching probably had something to do with my 4/20 rated 3pt shooting starting forward firing up 5.5 3pt attempts per game on a .008 clip for the year.
- 2) My lack of familiarity with Vietnamese culture probably had something to do with me not finding it authentic having Vietnamese prospects with American names.

Highly recommended!. A basketball management game that we all needed.. Unrealistic

-2D match display is crappy so is 3D

-Players missing 2 wide open layups during fastbreak

-NBA player(bradley beal 25YO) join my spanish team for 100k per month

-NBA teams drafting 27 YO player in NBA drafts??? WTH!

-Why you can have stats for the Manager (Me) but not the other staff only using reputation is kinda crappy. I have to agree the bad reviews might have been written too fast. The game is a very good basketball management game. It's a finished product and is updated frequently by the Devs. The Devs are also very active on the main game forum, taking suggestions and helping people out with issues - nice to see!

The price is great for what you get, and the option to buy the US only version which excludes all leagues minus the NBA + NCAA is GREAT! This means if you only want to play NBA buy the US Edition for half the price.

The game has a lot of potential. Yes some of the UI needs fixing as finding some options takes a few clicks but it's all being noted down on their forum following player feedback.

If you are looking for a good and very in depth basketball sim then don't be worried to purchase this game.

I love the idea behind this game.

the problem with this game is it isn't a lot of fun, unless you are a super hardcore basketball nerd you will not like this game. there is so much potential but it feels like it is missing something.

Games go for too long.
plays are hard to design.
seems so long and drawn out.

unless you are basketball obsessed this isn't for you. I have played past releases of this game and they were terrible for NBA fan and more suited to Euro comp. But this is a huge step in right direction. It is not the most stable game and has a habit of crashing. And is not perfect, would like more options to set overall team strategies, instruct players to avoid fouls (ai seems to adjust this even when you're coaching), no way to gauge interest in trades or put players on the block, and player tactics does not allow you to save them.

But it is clear that the team behind this is serious about making this a good product and even if it is a few years down the track I will continue to support because it is the only good basketball management game out and year on year it gets better..

Entertaining and deep simulation with a few quirks in a short time playing. Biggest issue so far is adjusting to odd English translations for game actions. "The referees take (player x)" is a common penalty call, for instance. Other than that localization issue, the gameplay is clearly deep, with both pro and college teams, male and female, and the ability to manage do what degree you choose. There's the ability to design your own plays, run specific ones, or just say "Hey, PG, shoot a 3 this time." However, just like coaches have to deal with, the players won't always react how you want. There's morale, injuries, and all of the typical details you'd expect in such a sim.

Only a bit into it so far (with one come-from-behind 16 point turn around by Michigan State over Kansas), but it's there's quite a bit here to get into. Time will tell how it stands up.

Now, I present to you the end of my review and the beginning of my personal musical's hit number, "Bork!"

curtain rises

Bork! Mmmm bork bork bork! Mmmmm bork! BORK BORK bork bork BORK BORK mmmmm BORK!

curtain lowers to thunderous applause. Good game.

I love the club management aspect: Fixing the ticket prices in the arena, the price of beers etc. Great!

The basketball side is great too.. I like Basketball, I love the game. Simple as that, as there is no other game out there that comes that close to Football Manager.

My only BIG issue with this game is that the 2D presentation is toooo small!!!

It wouldn't hurt nor would it be that difficult to make it double the size! My eyes hurt, seriously!

No, I won't watch the games in 3D because it is crap and I enjoy a simulated game better in a 2D view mode!. I was hopeful, but it just isn't worthwhile. I hadn't played any of the previous iterations, but this feels like an early alpha product without many features implemented. Those that are implemented are poorly conceived. I have been waiting for a good basketball management sim for a long time, which is why I was willing to give this one a shot despite the combination of price and user reviews. Though my expectations were quite low, this product fell far short of meeting them.

My only interest in the game at this point would be to serve in the development process, in hopes that it will evolve into a quality product in the future.

. I really wanted to like this game, I promise I did. Having played the 2015 version and seeing much potential in it I bought this years hopeful for the best.

Well it is not as easy as last years in which I always started a career with a team and I was losing no trophy every year, this years I can say it is impossible to keep your job. All budget income comes from the arena when at the same moment you are losing money to the point you owe to everyone that has laces in his shoes.

Then it's that bug thing. Damn that bug thing. I never got to play 2 forking games in the forking row.

The new features in the contracts are nice because now I cannot sign KAWHI FORKING LEONARD to Olympiacos for 150,000 a week. I saw that there are jerseys in the 2017 version and I was kinda happy because maybe it will help with the finances.

Recruitment. Hmm, recruitment was a thing this year in colleges because well nobody in the forking world wanted to attend THE ARIZONA FORKING WILDCATS. If i had a to makethe choice of whether to attend that school or remain a free agent I would even pay them so they would not change their mind.

Another problem is that you can not make your own set plays. It is impossible. Screens do not work and an open shot has the same possibilities to go in as a really good contested shot.

I would enjoy the game much more if it didn't crash like a drunk Jason Kidd!

GOOD LUCK IN FUTURE INSTALLMENTS. It's a great simulation game, but it gets boring very quick and it needs a better tutorial for non basketball players!. This game has potential. It has times where it is fun and an enjoyable challenge but those are too few for me to recommend this game. The devil is in the details they say and the details is what kills this game (besides the repeated crashes and bad game engine). Let me give some examples...

The satisfaction of fans and the directors is ridiculously maddening with its nonsense. Fan satisfaction is changed by either win/loss streaks of 5+ games or winning/losing by 15+ points. So if you win 5 straight games then lose 4 straight games and rinse and repeat the fans will be more pleased by this than if you take a bad team and win 4 games and lose 1 (but not getting you that 5 game win streak) and get a much better record at the end of the season.

The directors are even worse. They will usually give you a goal at the start of a season and there have been times where I have far exceeded the goal and won playoffs series and even won a title with an awful team (example: I just beat the Cavaliers who had three 5 star players with a mediocre 76ers team in an epic series and I got fired after the series halfway through the playoffs. No organization would fire a coach midplayoffs especially one that just had a massive David vs Goliath victory).

Another example of the details killing this gme is when my star NBA player on my team would miss 3 out of every 4 layups on a fast break. This is just so unrealistic that it hurts to watch. These are the best players in the world doing the most basic basketball move and just clunking it. How? How is this possible? How do Blake Griffin and LeBron James not know how to do something that a JV benchwarmer who spends the entire season polishing the pine with his bottom can with regularity.

Many people have gone into how bad the game engine is and how often the game crashes (I just stopped playing the games at one point and simmed the seasons because I was sick of it crashing) so I will not go into that part.

I wish I could give this game a more favorable review and be ready for this game to make you want to tear your hair out if you purchase it. Hopefully the makers will take lessons from this and improve on it.

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