Notícias por organizar

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| **New PMDD program: PEP (Player Evolution Program)** |  |  | **Traduzido** |
| Hi  We have just released a new PMDD Tool, Player Evolution Program (PEP). This is an excel file that helps predicting your player training in the long run.  It’s a very useful application and it was designed by manager HJPMenas.  You can find all PMDD tools at the following link: **[http://www.pmanager.org/pmdd.asp](http://www.pmanager.org/pmdd.asp" \t "_blank)**  Thanks. | | |  |
| Enviada no dia 10/27/2014 11:38:57 AM por [**CM-ixnay**](https://www.pmanager.org/ixnaythebugmaker/editar.asp?action=treinador&id_coach=157) | | |  |

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| **Removal of Flash Tactics** |  |  | **Traduzido** |
| Hi guys.  We have just replaced the Flash tactics / starting eleven picker and replaced it with an pure HTML selector. If you are not an expert in computers this probably means little for you. What this really means is that you can use it in mobile / tablets / phablets without having to use any tricks. This version is focused for higher resolution devices but once the PM mobile app is released somewhere around the end of this year, there will be an adjusted, more user friendly version for mobile devices. But, of course, this version works on mobile devices for now.  This release is made in two steps: - This first stage only makes this available for those that had been using the Flash selector. Those using the old selector (mixed HTML + Flash) still have it for now. - In 3 to 4 weeks, we will remove the old selector as well, making this version default for all users.  You can change between version in your preferences. Please let us know any issues that you find on this release through the Bugs forum.  Now, what comes next you might ask?  Until the end of this year we will be focusing on two major things: - Complete the implementation of the new PM design, presented in our forums. At this time we have some stuff completed already, but there’s still a while to go. The trickiest part is done (going from the design stage to have everything ready for coding. Also the adaptation of the main menu to the new design), now we’ll have to go page-by-page and adapt things individually for each page. - Once this is ready, released and bug-free, we will move to develop a mobile-adapted PM website!! Once completed, it will be the base for the mobile PM apps.  As said, according to our schedule, we hope to have all this completed by the end of year, but things might be delayed or even be completed sooner than expected. It depends mostly on issues we might find along the way (these are very delicate operations).  Until then we count on your support for the further development of the game! It’s quite CHEAP, considering other games, we listen to our community as much as we can and we are always ready to help you on game experience. There’s one thing we have said many times but let us say it again: we will CONTINUE the development of this game, no matter what as we know it has a very dedicated fan-base. If this game had the potential to keep users playing the game for more than 10 years then there’s no reason for us to stop. We will adapt the game to the technologies that are used nowadays and move from than point on. That’s our plan, our vision! We hope that’s enough to keep you on board for the next 10 years   Thanks! | | |  |
| Enviada no dia 6/8/2015 11:37:18 AM por [**CM-ixnay**](https://www.pmanager.org/ixnaythebugmaker/editar.asp?action=treinador&id_coach=157) | | |  |
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**Server upgrade**

Next Monday we will attempt a change to another, better server, on a different provider. This means that, early in the morning (7am, server time), the website will be down for an uncertain period of time. This will never take less than 8h, but it might take more time. This is the necessary time to transfer the huge amount of data from one time to the other.  
  
So, during this period of time everything in the game will be locked (mainly games and transfers). Once we open the website we will manually run all the games and the transfers will be postponed the number of hours the website remained closed. So please leave your orders saved in advance for any match you might have on Monday or Tuesday to avoid unnecessary issues.  
  
Once the transition is complete and the website is open, this will might also have impact on the way you access the website as our main IP will change. You might not be able to access through pmanager.org for some hours/days, but if that happens you will see some instructions on the old game website on how to access the new one. This might sound a bit confusion right now but things will be clearer on Monday.  
  
If you have any doubts about this please use the global forums and we will try to help.  
  
Thanks!

Enviada no dia 4/2/2016 11:40:54 PM por [**CM-ixnay**](https://www.pmanager.org/ixnaythebugmaker/editar.asp?action=treinador&id_coach=157)

**Welcome to the new server**

As announced, the maintenance operation started around 7am and it’s now over. Everything should be running fine but this is a new server and issues are expected. So please let us know, in the bugs forum, if you find any issue whatsoever.  
  
If you know someone that can’t still access the new server, please tell them to follow these instructions and keep trying: **[https://dnschecker.org/flush-dns.php](https://dnschecker.org/flush-dns.php" \t "_blank)**  
  
They can also access **[http://51.255.85.65/](http://51.255.85.65/" \t "_blank)** in next days. It will redirect to the new server.  
  
As we have told in our previous announcement, matches during this black-out period had to be run. Transfers were re-scheduled though.  
  
Thanks for your patience!

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| **Welcome to PM5** |  |  | **Traduzido** |
| As promised the new design has been released with the new season (55). This is considered the 5th major version upgrade of the game, so we are calling PM5 as the code name (the past version was PM4).  **Before everything, if you see the header and the menu on the side and you can’t open the submenus, please refresh your browser’s cache by hitting Control+F5 at the same time. It will fix the problem.**  The new features are: - Facebook login/registration - New header available for all users, with the next match info, as well as messages, coins, etc - The menu has been simplified (where possible I have removed most of the second and third tier navigation levels) and moved navigation options to the right side of screen. Also moved the ITC / National Teams menus to the competition tab. - Added the last updated topics of your forums on the first page after the login. - Added the birthday gift: every time the date of your registration passes, you get a 300 PM coins bonus and a first-page pop-up message - Forum notifications (as messages) when someones replies to one of your comments (you can turn it off at the forum options) - A mobile friendly login/registration-page (first step to the mobile website / apps)  If the Facebook login button does not work then it means two things: 1) Your Facebook email address is not the same email address you use here in the game 2) Facebook cannot send us your email address  To fix this, check: 1) If your Facebook email address is not the same email address you use here in the game, change it here on the game 2) If you have fixed point 1 of if the email address is the same then either you don’t have an email address associated to your Facebook account (only phone number perhaps) or your Facebook email address is not validated. Fix the issue and try again.  If you can’t still fix please don’t try to register via Facebook. It will create a second account which is forbidden by the rules.  There might still be issues here and there related with specific language versions. Please report all the bugs you find on the Bugs forum. Also if you use any other software that writes script over PM pages (like greasemonkey) turn it off otherwise you might have problems. If you want help on this send us the scripts you are using and maybe we can fix it.  We would also like to thank our private beta-testers that helped us hugely with the development and tests of this new design.  Now, next steps: - Facebook app (already working on this) - Mobile website (very hard task, it will take a while) - Mobile apps for Android and iOS  We hope you enjoy it!  As what concerns to the season change, all updates should be done by now! We now have a 2 weeks off-season period filled with a lot of action: - Playoff matches to be played on Tuesday. - World Cup action starting today and taking part during the off-season - Friendly games and/or cup matches starting next weekend  You can also promote your new youth players right away.  We are also releasing a free official PM Cup that will offer PM Coins to the top 4 teams. Once again we’ve raised the prizes a bit more. Sign-up here: [**http://www.pmanager.org/tacas\_info.asp?id\_taca=259**](http://www.pmanager.org/tacas_info.asp?id_taca=259)  The cup draw will be made next Wednesday, so sign up right away!  Good luck for this new season. | | |  |
| Enviada no dia 5/9/2016 12:22:10 PM por [**CM-ixnay**](https://www.pmanager.org/ixnaythebugmaker/editar.asp?action=treinador&id_coach=157) | | |  |

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| **Changes to help financial recoveries** |  |  | **Traduzido** |
| In order to prevent clubs from not recovering of difficult financial situations we have applied the following changes: - Removing academy branches, academy specialties, stadium chairs and stadium coverage is always allowed even if you don’t have the funds to cover the costs. If you don’t have the necessary funds you’ll just accumulate debt. - Promoting local players is free if you have 11 or less players.  Thanks. | | |  |
| Enviada no dia 11/10/2016 12:39:10 PM por [**CM-ixnay**](https://www.pmanager.org/ixnaythebugmaker/editar.asp?action=treinador&id_coach=157) | | |  |

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| **Transition to https** |  |  | **Traduzido** |
| Starting today, we have enforced secure https navigation on the PManager’s website. This means that you will be redirected to https whenever you access the game.  This should have no impact on the game whatsoever, but in case you find any issue please report on the bugs forum.  Thanks. | | |  |
| Enviada no dia 7/17/2018 12:16:48 PM por [**CM-ixnay**](https://www.pmanager.org/ixnaythebugmaker/editar.asp?action=treinador&id_coach=157) | | |  |

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| **New feature: Show Player Skills to National Team Managers** |  |  | **Traduzido** |
| In order to help the **important** task of being a National Team Manager, we are releasing a team option that will allow you to show the skills of your players to the NT Managers.  This can be set at the club’s Advanced Options, right at the bottom of the page.  Some important characteristics of this feature: - It is set as disabled as default on human teams. On bot teams, it’s set to enabled. - This is a team-by-team option. If you set it "Yes" to one of your teams, you can set it "No" to other of your all teams, if you desire. - This only works for players of the nationality of the NT the manager is controlling. For instance, if you set this to "Yes" on your team, the Brazilian NT Manager can only see the skills of your Brazilian players.  To all NT Managers: you are free to ask managers of your potential NT players to set this option set to "Yes".  Thanks! | | |  |
| Enviada no dia 11/5/2019 4:09:16 PM por [**CM-ixnay**](https://www.pmanager.org/ixnaythebugmaker/editar.asp?action=treinador&id_coach=157) | | |  |

Capítulos

9. Training

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| - Players with 17 or 18 years old can be sent to the Youth Team. Up until today players could only be promoted from the Youth Teams. You will be able to call them up to play games and send them back to full training when you don’t need them in the squad. (9) | 30-05-2014 |

# 9. The Squad & 2nd/3rd Teams

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| **Changes on secondary teams rules**  Hi PM lovers   We will have a few changes next season, concerning the usage of secondary teams.  Here are the new rules that will kick in: -> An user can only have 1 team in the same series (same country). -> If we’re talking about the 1st division in the same country, only one team can stay, others will be relegated -> If we’re talking about a secondary division, team(s) will be spread over the existing series. -> Users can set priorities, so that they can control which teams are relegated in case the system finds two (or more) of your teams in the same series and country -> Transfers will still NOT be allowed between teams of the same owner. -> Right now there’s a limit of 2 additional teams per user. This limitation will end, you will be able to have as many teams as you’d like. -> The anual cost of the 4th (or more) teams equal to the third team cost.  So, in order to change your team promotion priorities, just go to the "My Clubs" page (under the manager menu) and make the changes. If you don’t have clubs in the same country, you can just ignore this option.  At the next season transition the system will already be in place, so that you can’t have teams in the same series. You can only buy more than 3 teams starting next season also.  The main goal of this new system is to prevent cheating and to improve ethics within the game. We have had many problems in the past with reports and angry users because over "suspicious" games, so we hope this makes things a little bit more friendly.  Thanks! | 03-02-2017 |

# 10. Academy and Youth Players

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| **Academy Branches**  From now on, clubs can build Academy Branches in another countries. This essentially means that they get the chance to pull players of other nationalities. In order to do this, an academy branch, at a specific location (country) must be built. Here are the full details: - Each academy branch costs a one-time fee of 200000€ and has a maintenance weekly fee of 15000€. - They can be destroyed for a fee of 15000€. - The construction time of a new academy branch is one week. The update is made daily at 6am (server time) meaning that if the final day is reached, the branch will only be ready at that time. - You can have as many academy branches as you want. - For each 4 academy branches you get to promote an additional player per season. - Once you promote a new academy player, you can pick on which academy branch you want to promote. | 30-10-2014 |
| **Academy Branches - Extra pulls**  We have decided to make a slight change on the extra pulls you’ll get for having academy branches.  As we said the forums, extra pulls are not the main focus of this feature. Instead we want to give managers the chance to promote players in smaller communities, with all the advantages that can bring to their teams and to the smaller communities. However we are sensitive to the arguments of users that enjoy the other side of the feature, which is to allow additional pulls. That can also be good to the game, without changing its balance, so we are moving forward with this.  So instead of an extra pull for each 4 academy branches, we’ll now have: - 1 extra pull for 1 or 2 academy branches - 2 extra pulls for 3 or 4 academy branches - 3 extra pulls for 5 or 6 academy branches - 4 extra pulls for 7 or 8 academy branches, etc. | 04-11-2014 |
| **Changes on Academy maintenance costs**  Starting next season, all academy/maintenance costs will be cut in half (50%). The building costs will, however, stay the same. | 08-04-2019 |

# 24. PM Cups

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| **Changes in PM Cups**  In order to make the system more fun and attractive we have made the following changes: - PM Cups now cost 200 PM Coins to create - Joining a cup now costs 150 PM Coins for non-PM Fans and 75 PM Coins to PM Fans. Cup creators can add their own teams for free. - 50% of the total amount of PM Coins gathered on cups are funneled to the top 3 teams (except official PM Cups, where the prizes are set up by the administration) - Cup creators can set a restriction regarding the division of the teams that can participate. - Cup creators can change the number of teams that go to the playoff stage after the cup is created and before the draw is initiated. This was the biggest problem of the old system, where cups would be locked forever. - Once a cup draw is made, all participants get a notification.  Hopefully this will make the system more fun and flexible and you’ll have here an additional way of playing games and actually be rewarded for that   Thanks! | 16-02-2017 |
| **More new features for PM Cups**  Hi guys  We have made even more changes to PM Cups. When you create a PM Cup, it’s now possible to ➡ Limit how many teams (controlled by the same manager) that can participate ➡ Make regional/country limitations. You can pick, if you want, countries so that only teams from these countries are allowed to participate. ➡ Set limitations based on the manager’s reputation.  Other changes: ➡ When the cup is open for sign-ups, everyone can invite users directly to the PM Cup just by inserting the team ID. ➡ Prizes are shared by more than the top 3 places. Depending on the number of participants, prizes can be paid to the top 5, top 10, 20, 30, 40, 50, 60, 70, 90, 110 or top 150 teams in the PM Cup.  We hope these changes make PM Cups and even more interesting! PM Cups can be found at the "Competitions" menu. | 17-04-2017 |
| **New features for PM Cups**  Hi PM Lovers   We have just introduced two new features on PM Cups: ➡ The creator of the cup can now set higher sign-up costs for a PM Cup. This will allow the creation of cups with, maybe, less participants, but with higher prize pools. The costs to create these cups, according to the buy-in value, will be also be higher. The new sign-up costs are 300, 500, 750 and 1000 PM Coins. Remember that PM Fans have a 50% discount on these values. ➡ Cups that do not initiate in 60 days will be automatically canceled by the game.  In order to represent the new sign-up costs, we have also changed the cup listing page a little bit. This was done to show this new information  We hope you enjoy these new features! Check all the current cups at [**http://www.pmanager.org/tacas\_listagem.asp**](http://www.pmanager.org/tacas_listagem.asp)  Remember that PM Cups are a great new way to enjoy the game. You can play competitive matches whenever you want (without affecting player’s fitness and experience) and you can also easily win PM Coins for free just by finishing on the best final positions.  Thanks for keep supporting the game! | 20-06-2017 |

# 26. National federations

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| **New World Cup format starting next season**  Starting next season, the World Cup format will change.  The new World Cup will still be played in the first 2 weeks of the off-season and 16 teams will (still) qualify for the final stage. It will have a group stage in the first week, with four groups of four teams. There will be 3 rounds with all teams playing against each other. 90 minutes matches where draws are possible. Games will be played on Mondays (first round), Wednesday (second round) and Friday (third and final round). All games at 20.00 PM-time. In case we have teams ending with the same amount of points, the normal PM rules for these cases will apply. In this group stage, teams will be seeded according to their position in the qualifying stage. This will result in a group with two second placed teams and all the other groups will have three first placed teams and one second placed team.  Two National Teams per group will the qualify for the Quarter-Finals that will take place in the second week of the off-season. The quarter-finals will be played with the first placed of group A playing against the second placed of group B and the first placed of group B against the second placed of group A.  The semi-finals will have a random draw. All games of the second stage (quarter-finals, semi-finals and final) will be played in a one-handed knock-out match. With extra-time in case of a draw at the end of the 90 minutes and a penalty shoot-out at the end of 120’ in case the draw persists.  Quarter-finals will be played on Monday, semi-finals on Wednesday and the final match on Friday. Games at 20.00 PM-time.  Over the next couple of weeks we will let you know the development plans of the next 6 months. | 14-04-2014 |
| - The limitation that prevents Federation President candidates to vote in themselves will be removed.  - We will introduce the possibility to fire assistant managers in National Teams. | 30-05-2014 |
| Federation Presidents have two additional features: - Near the end of the season an election will be held to find out the next upcoming World Cup host. Only Presidents can vote. As in other elections spam is strictly forbidden. - They can set the National Stadium for both main National Teams and U21 National Teams.  We expect to release more new features until the end of year.  Have fun! | 30-10-2014 |
| **Federation Presidents to control the National League structure.**  Starting today Federation Presidents can make changes to the league structures. All the changes they make will only take effect at the next season transition, if the rules of the system are respected at the time of the season change.  Hereby all the feature details: - Federation Presidents (FPs) will be able to add & remove more divisions to the national league structure - This can only be done/set before the new season starts and all the changes will be applied during the season change procedures. - FPs can only remove an entire division. Due to the complexity of the current PM league structure (don´t forget playoffs) it´s not possible to allow a greater deal of flexibility. - The only condition FPs have to remove a division is that the number of human teams in the division they want to remove must be available in the division immediately above. Example: if your D division has 5 human teams, there must be 5 bot teams in C. When we say bot, we say without a manager. - In order to add a new division, the FP must have a 75% or more occupation rate in the country. This means that if a country has one division only, 8 or more human teams must exist. This means 38 human teams to create a C division, etc. - All human teams in removed divisions will be automatically placed in available top divisions. The entire team/players/structures/etc is moved, not only the manager.  Federation Presidents can make the changes at the National Competitions federation option. | 25-02-2015 |
| **New - temporary - feature regarding inactive National Federations**  We are happy to announce new a feature for the game!  **U21/NT Managers for small country without National Federation President** From now on, Countries without National Federation President (due to small amount of users), can receive application for U21 and Main National Team. We decided to add this feature in order to avoid walk-overs and unbalanced spots for WC qualification. It’s easy to apply for these National Teams: ALL of you can apply sending a request using Support Ticket System (Help > Contact us) under "U21 & NT Coach Application" category.  **Of course all applications, in order to be accepted should have some info, in particular:** \* User ID and Username \* Palmares with club and U21/NT \* Opinion about this National team \* Reason why you would like to become U21/NT Coach  There will be a deadline for applications and in few days we’ll appoint the most appropriate user for the position. **The selected manager will be in charge for 2 PM-Seasons** but we can remove him before mandate expires if we’ll detect lack of logins, lack of motivations and bad management.  We really hope all of you can enjoy this new opportunity.  This methodology will be replaced as soon as we implement the "Global Federation" feature.  **Thanks for your support** | 09-03-2015 |

# 27. Moedas PM & Fan PM

Ofertas grátis deixaram de existir?

# ? PIF

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| **PIF - PManager International Federation**  PIF is a Global Federation that will immediately allow its President to control National Team Managers of inactive Federations or inactive Managers. The President will be elected by all the community and its mandate will last for 1 full, real-life, year. The only entity that can terminate a PIF mandate is the PM Administration team, at any time.  An inactive Manager is considered to be a manager that does not login in the game for more than 30 days.  In the future, this Federation can be used to control other important aspects of the game, but, for now, its main role is to allow the community to control inactive NT managers.  There are no restrictions for this role. The PIF President can be a Country Federation President or even a NT Manager.  PIF page can be found at the "World" main menu. Or you can just go to this link: [**http://www.pmanager.org/pif.asp**](http://www.pmanager.org/pif.asp)  A new election will start next Friday and the new President should be on its role on 2th of July. A FIF President should be a well-known, active user, however anyone can run - and win. You are free to create your applications as well as create a topic for it on our Global English forums.  If you have any doubts, please ask us on the Global English forums. LA’s should be translating all the tags right now, so if you still see English words, please be patient.  Have fun! Long live PM! | 19-06-2018 |