WBMX is the latest addition to the WBM series. It uses the WBM2 engine but has dozens of improvements and updates. This is the fasted and most stable version of WBM ever!

See below a list with the most important new fixtures and updates:

Latest Rosters
The research team has done a great job as usual.

Linux version
For the first time the game will be available for Linux users

Loans
You can now give or get players as a loan.

Trades
Exchange one of your players that you don't need for another.

Play with Random Names
Starting a new game you can use the Real Names Patch or the default Fake Names database or you can use the new feature and play with Random Names. In random names all clubs use their city name or a nickname and all players and managers use a random name according to their nationality. We know that almost all users use the Real Names Patch, but a random names database increases the game playability.

Improved Transfers algorithm
The transfer market is more alive than ever!
Also clubs ask for more realistic transfer fees and administrations allow human players to set their own prices.

UI improvments
Faster, more, stable and user friendly than ever. Many improvements likethe ability to scroll players' pages in your roster.

New tournament logos.

Various Fixes and improvements:
There are literally dozens of bug fixes and improvements since the last release, but here are the most important fixes:
- Improved Team Cohesion calculation
- Improved Player Form calculation

-Job Offers are now more realistic considering your performance in the game.
- Player search horizontal scrollbar issue.
- Computer clubs C and PF transfers bug.
- Computer clubs problem transferring too many players below their roster average.
- Fixed data editors that now work properly.

Tournament Updates
- Euroleague
- ABA League
- Albania
- Brazil
- China
- Finland
- Georgia
- Netherlands
- Norway
- Philippines
- Portugal
- Romania
- Slovakia
- Sweden

Older improvements in 2019 version:

- Updated Foreign and Bosman players allowed for European teams. All European clubs now use the correct number of foreign players and keep a minimum number of domestic players.

- New page with N.T. Medals lists. Medals and titles won by teams like Soviet Union, Yugoslavia etc are now included in the game.
- Updated N.T. tournaments.

- Improved Tournaments' timetables.

- More Realistic clubs finances.

- Improved CPU contract offers.

- Job offers from National Teams work now properly.

- Improved Stats Leaders lists.

- Various user interface improvements.

- Dozens of Bug fixes (below just the most important):
    o CPU players now can improve all their attributes
    o Resolves the human Players training bug after club change (only exp could improve after that).
    o Localization bug in Dates presentation is now correct.
    o Numbers presentation in statistics.
    o During match, after each quarter, the five players on the pitch recover their condition but bench players always remained same.
    o Destroyed tournament images are now fixed.
    o The unnecessary overtime bug is now fixed.
    o The bug that destroyed Teams' cohesion is now fixed
    o Adriatic League champion now plays in Euroleague
    o Deleted BBL league.
    o Continental FIBA tournaments now play every 4 years.
    o Created World Cup qualifiers for all continents
    o Created a new National Team tournaments calendar.
    o Updated Lebanon to 10 teams.
    o Created the new Esthonia and Latvia league and the new national leagues for these 2 countries.
    o Updated Portuguese league in its current format.
    o Brazilian league now has the correct number of teams.
    o Japanese league now has 18 teams.
    o Corrected the playoffs for Israeli league.