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NBA 2K21 Icons Guide - Analysis Here's the NBA 2K20 Icons Guide and Analysis, organized by categories of finishing, shooting, playmaking, and defense/rebound. Click on any of the individual icons to get the full NBA 2K20 Breakdown and Analysis Badges! This includes a list of the best builds for each icon, icon tips that explain the difference between icons, icon information, and badge tests and analysis of video icon guru NBA 2K Tutes. Fast Facts on Icons: Icons have 4 levels: Bronze, Silver, Gold and Hall of Fame About 80 icons in total Most 2K19 icons are returned, most icons have been reworked to either be more balanced/more useful for different types of build, or removed. Icons can be updated, added and removed by will You should not regrid. You can lower the level of the icon to place updates elsewhere or remove that icon all together for a specific match. There are more icons for your primary ability build, your weak areas won't get HOF icons. You get a larger number to upgrade the icon depending on your archetype the higher overall you are, the more slots icon you will unlock. For example, 80 in total has only 5 icon slots. You will need to choose icons very wisely, as there will be a limited room at the beginning. To help you find the icon you want, the types of icons organized by the links below: Go to: Completion of Icons Shooting icons to Play (en) Defense/Rebound Icons finishing icons (18)

ACROBAT - Increases the ability to hit high degree of difficulty layups. Spin, half spin, hop pitch, euro-step, cradle, reverse and change shot layup attempts to get significant momentum. BACKDOWN PUNISHER - Increases the player's chances of successfully backing away from an opponent. Allows players to have more success than usual when retreating the defender into the paint. CONSISTENT FINISHER - Reduces the fine for poorly issued layups. Penalties for wrong time layups are reduced, allowing players to make layups more consistently. CONTACT FINISHER - Improves the ability to convert contact layups and dunks into motion. Slashers who play below the rim finish contact layups more successfully while dunkers are able to take off more contact dunks. CROSS-KEY SCORER - Increases shot percentage for layups when moving through the paint. Increases the ability to do running hooks, layups, or close-range pull-ups while driving through the paint. DEEP HOOKS - Increases the percentage of shot when shooting hooks from deep range. Postal hooks taken away from the basket get less fine distance than usual. DROPSTEPPER - Improves a player's ability to effectively use drops in a post. Allows you to achieve more success when trying after drops and hop steps, in to defend the ball better when performing these steps in the post. FANCY FOOTWORK - Improves Improves The ability to beat defenders with an advanced layup or dunk to collect. Players get past defenders more effectively when performing euros, cradle, hop pitch, spin and half-spin going. FASTBREAK FINISHER - Increases the absorption of a player's meter when completing a dunk on a fastbreak. Gives an extra boost to the takeover meter of the player when successfully dunking on the fastbreak. GIANT SLAYER - Increases the effectiveness of layups over higher defenders. Increases the shot percentage for a layup attempt when incompatible against a superior defender and reduces the possibility of getting blocked. LOB CITY FINISHER - Improves the chances of completing a successful alley-oop dunk/layup. Improves the player's ability to successfully finish an alley-Oop layup or dunk. The photo must be taken before the recipient lands. PICK and ROLLER - Increases the percentage of shots as a roller in peak and roll. When folding the pick and roll, the shot momentum applies if a layup or dunk attempt comes within seconds of catching a pass. PRO TOUCH - gives an extra boost for having a good timing layup. Gives an extra momentum shot for being a little early, a little late, or an excellent shot timing on layups. PUTBACK BOSS - Increases the shot percentage when trying to roll back after an offensive rebound. Increases the shot attributes to a player who tries to roll back a layup or dunk immediately after getting an offensive rebound. RELENTLESS FINISHER - Reduces the effect of fatigue from constant finishing on the rim when exposed. Improves a player's ability to make a lot of contacts by reducing the energy lost when attacking the rim for contact shots. SHOWTIME - Boosts the absorption of the team's meters after completing the highlight play. Gives an extra boost to the takeover meter of the player and his/her teammates, with the successful completion of I-1 or a flashy dunk. SLITHERY FINISHER - Improves a player's ability to avoid contact when attacking the rim. Increases the player's ability to slide through traffic and avoid contact during training camp and finishing on the rim. TEAR DROPPER - Increases the likelihood of floats and runners getting into the runners. Improves the player's ability to shoot down floats and runners. Shooting icons (19) CATCH and SHOOT - increases the likelihood of hitting a jump shot immediately after a catch. Within a short time after receiving the pass, the external attributes of shooting the receiver get a significant boost. SHOOTER CLUTCH - Increases the ability to shoot down shots in moments of clutch. Shot attempts that occur in the final moments of the fourth quarter, or in any overtime, get a big boost. CORNER SPECIALIST - Gives a boost to shots fired near a corner. Deep mid-range or 3PT shots made along the base line of the court get momentum, whether from a dribble or from a catch. DEADEYE - Reduces the influence of the defender who closes. taken with the quarterback closing to get a smaller penalty from the shot contest. This includes both medium-range and 3PT shots. DEEP FADES - Increases the likelihood that the post will disappear from deep range. Postal withers, taken away from the basket, get less fine distance than usual. DIFFICULT SHOTS - Improves the ability to shoot difficult shots from the dribble. High difficulty jumpers such as hops, backs, stepbacks, and pull-ups get shot percentage raise. FLEXIBLE RELEASE - Reduces the penalty incurred from wrong-time jump shot releases. Shot sentences for jump shots are reduced, making it easier to knock down attempts even when released sooner or later. GREEN MACHINE - Increases the bonus for consecutive excellent releases. Gives an extra boost to the shot when consistently achieving excellent releases on jump shots. HOT START - Improves a player's ability to shoot after the first shot until a miss is made. For each shot made from the beginning of the game, the player receives a bonus for the attribute of the shot, which lasts until the first missed shot attempt. HOT ZON HUNTER - Increases the shot percentage for attempts made in a player's favorite spots. Shots that are taken in the player's hot zone (s) are given momentum. ICE IN VEINS - Improves the player's free throw percentage at critical moments. Free throws made in the second half of close games or overtimes give a boost. In addition, the window of time for free throws becomes more. PICK and POPPER - Increases the shot percentage for trying to take off pick and disappear situations. The shot attempt that comes after setting the screen give a boost if the shot is far enough away from the rim and within seconds after the screen has been installed. PUMP FAKE MAESTRO - Reduces the fine that comes from firing after pump fakes. Shortens the timer, which determines how long after the pump the fake player can shoot without having to insed the shot percentage of the penalty. KVIK DRAW - Accelerates the release of the jump shot. The higher the level of the icon, the faster the player will be able to release all jumping shots. RANGE EXTENDER - Expands the range from which the player can effectively shoot. Adds extra distance to this range of player shot for both middle-class and 3PT shots. SLIPPERY OFF-BALL - Strengthens a player's ability to open the ball. When you try to open the screens, the player moves more efficiently through traffic. STEADY SHOOTER - Reduces penalties for contested shots and bonuses for open shots. Shot attempts that are contested get less of a penalty, however shot attempts that open don't get as much bonus. TIRELESS SHOOTER - Improves a player's ability to take pictures when he is tired. Shot attributes on jump shots suffer less fine than When fatigue. VOLUME SHOOTER - Increases the percentage of shots fired Shot attempts are accrued throughout the game. Once a player has made a small handful of throws, each subsequent shot is given an extra boost for shot attributes, whether to make or miss. Playmaking Badges (18) ANKLE BREAKER - Increases the likelihood of a defender freezing or falling during dribbling moves. When performing stepbacks and other certain moves, the defender stumbles or falls more often when biting the wrong way. BAIL OUT - Increases the chances of a successful air pass completion. Going out of a jump shot or layup gives fewer errant passes than usual. BREAK STARTER - Improves a player's ability to make effective exit passes after grabbing the rebound. After capturing the defensive board, the deep exit passes made up by the court are more accurate. Passes should be made quickly after a defensive rebound. DIMER -- Increases the shot percentage for open teammates on jump shots after catching a pass. When in the semi-court, Dimers passes to open the shooters give a shot percentage raise. DOWNHILL - Increases overall speed with the ball during the transition period. Gives a bonus to the speed of the player with the ball attribute in fastbreak situations. DREAM SHAKE - Increases the chances that the quarterback bites while performing fakes in this post. Once the fakes are moved have a higher chance of a terrific defender. In addition, shot attempts after post moves and shot fakes have an increased shot percentage. FLASHY PASSER - Gives an extra boost to the player's meter absorption after completing an assist with a screaming pass. After completing a screaming pass on an assist, both the passer and scorer get an extra boost for their absorption of meters. FLOOR GENERAL - Teammates receive a bonus for an attacking attribute when a player is in the game. Gives offensive attribute boosts for teammates when on the floor. Also, at Hall of Fame level, you can see a potential shot percentage of teammates while on offense. HANDLES FOR DAYS - Reduces the amount of energy lost when doing dribbling moves. The player takes less energy to hit while performing consecutive dribbling moves, allowing them to chain together the combo faster for longer periods of time. LOB CITY PASSER - Increases the chances of completing a successful alley-Oop passage. When throwing an alley-oop pass, the attribute momentum is given to both passer and receiver to improve chances of success. NEEDLE THREADER - Increases the likelihood that tight passes can get off defense. When passing through a tight window between defenders, the momentum is given by the player's passing ability. PASS FAKE MAESTRO - improves the efficiency of leaking fakes. Pass fakes are getting faster and tougher, making them more useful in baiting defenses. POST SPIN TECHNICIAN - the ability to post a spin or drive to work effectively. Trying to make post backs or drives lead to more effective effective and less likely to be deprived. KWICK FIRST STEP - Provides more explosive first steps from triple threat and size ups. When moving from a triple threat or after size, ball handlers have access to faster and more efficient runs. SPACE CREATOR - Improves a player's ability to create space from a defender. When performing any step back a move or shot, there is a higher chance of successfully creating separation from the enemy. STOP and GO - Improves a player's ability to start and stop with the ball. Allows the ball handler to start and stop quickly with unique stops and launches exclusively for this icon. TIGHT HANDLES - Improves a player's ability to break his defender. Increases the player's ability to handle the ball in size-up situations, making it easier to break down the defender on the ball. UNPLUCKABLE - Reduces the chances of getting stripped by a defender. When performing dribbling moves, defenders have a tougher time poking the ball free with their steal attempts. Defense /Rebound icons (20) BOX - Improves the player's ability to box from opponents. Strengthens the player's ability to effectively box with opponents in anticipation of the rebound. BRICK WALL - Increases the efficiency of screens and drains energy from opponents in physical contact. This icon makes it tougher for defense to pass or around screens. Players affected by contact with the brick wall lose more energy than usual. CHASE DOWN ARTIST - Increases the chances of getting the block chase down. Increases the speed and jumping ability of the player when he pursues the offensive player in anticipation of the block attempt. CLAMPS - Increases the ability to stay in front of the ball handler around the perimeter. Defenders have access to faster cut off moves and are more successful when bumping or hip riding the ball handler. DEFENSIVE LEADER - Boosts the defensive ability of teammates when in the game. Raises the defensive abilities of teammates when on the court. Also, at Hall of Fame level, you can see potential shot percentages of opposing players. HEART CRUSHER - Reduces the level of absorption of opponents when achieving the zest of the game in defense. After successfully blocking or stealing the ball from the opponent, an additional fine is given to capture the meter of the opposing player. INTERCEPTOR - Increases the chances of getting steals in the roadways. The frequency of successfully tipped or intercepted passes increases significantly. INTIMIDATOR - Intimidates attacking players, forcing them to miss more shots. Offensive players have less shooting success when challenged by players with that badge. It also boosts shot defense ratings when tightly guarding the enemy. LIGHTNING REFLEXES - Receives an earlier signal about the reading and response system while playing defense. Gives advantage read where the ball is the ball occurs in the reading and response system. MOVING TRUCK - Strengthens the defense attorney's ability to move people in the mail. Players more effectively push opponents out of the post, playing in defense. OFF-BALL PEST - Improves a player's ability to bump in and chase a offense off the ball. Makes players more difficult to pass when playing off the ball, as they can grab and hold their matchup and don't get their ankles broken so often. PICK DODGER - Improves the player's ability to navigate the screens effectively in defence. PICK POCKET - Improves a player's ability to steal the ball from the ball handler. Increases the chances of stealing and reduces the chances of a foul when trying to strip the ball from the ball handler. It also increases the chances of a successful strip layup. POGO STICK - Improves the ability to try multiple blocks in a row. Allows players to quickly return to another landing attempt block. POST MOVE LOCKDOWN - Improves the defender's ability to defend moves. Increases the quarterback's chances of preventing the offensive post from moving away from success. REBOUND CHASER - Improves a player's ability to chase rebounds. Improves a player's ability to track rebounds from longer distances than usual. RIM PROTECTOR - Improves the ability to block shots, gives a boost to the absorption meter for the blocker/teammates. Improves the player's ability to block shots, opens up special block animations and gives a boost to the absorption meter for the blocker and blocker of teammates after the block. TIRELESS DEFENDER - Reduces the energy lost in defense efforts. Allows defenders to play defense more aggressively without losing energy at the same speed as a regular player. TRAPPER - Makes life difficult for offensive players when trapped. When capturing offensive players, quarterbacks are more effective in forcing pick ups and turns than usual. WORM - Allows rebounders to swim or rotate around box outs more easily. When boxed, rebounders have more success swimming around and getting into a successful rebound position. Position. nba 2k20 mobile badges guide. nba 2k20 android badges guide

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