

# NBA 2K16 MYCAREER CENTER GUIDE

## Notes

- Although I recommend reading everything, you can get away with reading only the **BOLD AND CAPITALS**.
- Section 1, 2, 3 are skippable.
- You can *probably* use 80% of this guide for power forwards and 50% for other positions.
- I will sometimes reference PS4 controls to *assist* in my explanations.
- If you think I haven't covered something, read the 10.Q AND A first before asking.

## 1. INTRODUCTION

Hello Reddit I have played multiple positions in MyCareer since 2K11. Center has historically been the easiest position to dominate and this holds true in 2K16 where even players rated in the 60s, can easily average 50/20 on 'Hall of Fame'. This guide will teach you how to dominate the center position from 0 VC. Please feel free to correct any wrong statements or add something I've missed. I will edit my guide according to feedback and as I play more.

## 2. VIDEO FOOTAGE

Watching others play is more helpful than any guide, so here is some completely random gameplay on 'Hall of Fame' I have uploaded using PS4's share function. Watching just 5 minutes will give you a very good idea of how to cheese the Center position.

<https://www.youtube.com/channel/UC0YOJGamzUTd1izcHhGuWNg/videos>

I have specifically stated my approximate player overall in these videos so you do not try and emulate a playstyle which your toon will be incapable of producing. From the videos, it should be obvious that you become more ball dominant as your overall increases.

## 3. WHY PLAY CENTER?

### Advantages

- Easiest matchups in the game.
- Easiest position to defend (partly due to above).
- Free rebounds from missed free throws.
- Very easy to earn A+ teammate grade.
- Least skill required on offence (and defence).
- Easy dunks, at least ten a game.

### Disadvantages

- Hard to control the pace of the game. There will be possessions where you won't touch the ball.

- Arguably the most boring position to play.
- Struggles to shoot jumpers even with maxed attributes.
- Very slow, especially noticeable on fast breaks.
- Little impact on opposing perimeter shooters. Hot teams may blow you out.
- Free throw shooting will be a problem for a while (if you follow my guide).

#### 4. DIFFERENCES FROM NBA 2K15

##### General

- Post up is L2. Triangle is lob pass i.e. turnover.
- Offensive rebounding is buffed. Although this means more offensive rebounds for player characters, it also means more 'Allowed Offensive Rebound' if you are not careful with your positioning.

##### Bufs

- Standing layups and dunks. Players two steps from the basket for a wide open dunk/layup will actually take two steps and dunk the basketball instead of some weak slow jumper that bricks. Also, players will score when they are shoved in the back during an open layup instead of bricking.
- 'Second Chance Points' give extra teammate grade and don't brick as much especially because players dunk the basketball after offensive rebounds way more than before.
- Offensive rebounds from missed free throws are actually possible.
- Screens give more teammate grade.

##### Debuffs

- Jump ball is harder to time and requires timing despite player height.
- Layups and dunks do not give 'Good Shot Selection'.
- 'Hold ball too long' penalty reintroduced and is received often during post ups.
- Going 0/2 decreases teammate grade by a lot more than before.
- Illegal screens called more than ever before.

#### 5. CHARACTER CREATION

##### Creating a Walking Mismatch

- **INSIDE SCORING STYLE.** It is the only possible way to get 90+ for all post and inside scoring attributes. Even if you pick an 'Outside Scoring Style, the max 'Standing Shot Three' and 'Moving Shot Three' possible is 75. This garbage will only result in bricked three pointers on 'Hall of Fame'. Furthermore, the way to cheese NBA 2K is to specialize. This is why I'm not a fan of a 'balanced' style. Especially for centers where perimeter shooting is garbage no matter what, you might as well focus on inside scoring only.
- **MAX HEIGHT (7'3").** Due to increases in height, Some attributes are capped. Fortunately, none of these stats matter for our play style with the exception of driving

layup and vertical. Driving lay up is hit insignificantly and is capped at 70 (maximum cap is 75) and height is a huge advantage and more than makes up for the decreased vertical. Do not make your center shorter than 6'10" unless you are looking for a challenge as you will have trouble finishing and defending.

- **MAX WEIGHT (340 lbs).** I have heard heavier characters are slower but I have yet to see evidence of this. Regardless, speed won't matter for our playstyle. Based on past instalments, increased weight makes it easier to resist people backing you down in the post and vice versa, makes it easier for your player to back others down in the post. It also makes your screens harder to get around and makes it easier to knock defenders out on your way to the basket.
- **MAX WINGSPAN.** Increased wingspan makes blocks and steals easier with no negative side effects.

## 6. ATTRIBUTES AND BADGES

Build order

- **MAX 'INSIDE SCORER' AND 'ATHLETE' FIRST WITH 'INSIDE SCORER' ABOUT THREE ABOVE 'ATHLETE' (I.E. '10 INSIDE SCORER' SHOULD BE ACCOMPANIED BY '6-8 ATHLETE').** Do not put any points into anything else until both are maxed as there is simply no need. Blocking and rebounding are very easy in the game whilst specializing in 'Inside Scorer' and 'Athlete' make your player unstoppable down low so that there will be no need for you to make jumpers.
- **MAX 'JUMP SHOOTER' THIRD** to stop bricking free throws.
- Up to you whether to max 'Rebounder' or 'Defender' next, or both at the same time. Both are equally important.
- **PUT ZERO INTO PLAYMAKING LEST YOU RISK LIMITING YOUR OVERALL.** In NBA 2K15, a 99 overall could only be achieved if everything but 'Playmaker' was maxed. Therefore until someone can confirm otherwise I would put zero into 'Playmaking'. Regardless, the 'Playmaking' attributes are the least useful for our purposes.
- **UPGRADE BADGES BEFORE ATTRIBUTES.** Badges are overpowered, in particular, "Brick Wall" and "Posterizer". They are also relatively cheap to upgrade.

## 7. SETTINGS

Recommendations

- **PLAY ON SIMULATION.** Not only is it more realistic, it also fits your playstyle better. Jumpshots are nerfed as well as blocks and steals while fouls are more common. This is great because you won't be shooting jump shots anyway. Meanwhile, you will draw more fouls on your way to the basket. It also means NPCs will be punished when they reach in on you in the post. Blocks are still relatively easy to get. The slowed game pace also renders your very slow sprint speed to be less significant as there will be less fastbreaks.
- Feel free to play on whatever difficulty, however this guide is based off my experience on 'Hall of Fame', simulation. Some people like to turn up the difficulty after they increase

their overall. However the 2x VC bonus on 'Hall of Fame' is huge. I and (you if you follow my guide!) started this season on Hall of Fame with zero VC i.e. with a 55 overall and was able to sneak into A range teammate grades by my third or fourth game in season one but I did get blown out by most teams.

- Turn on 'Shot feedback' in gameplay settings. This will rate your jumpers from A+ to F based on your release timing, attributes and how open you are. I haven't put this in bold capitals because you will not be shooting jumpers (for the most part).
- **2K CAMERA ANGLE.** There are two disadvantages. First is that during changes of possession the camera will flip. This is usually fine as usually nothing happens after a change of possession unless you steal the ball off the inbounder and want to shoot it straight away or multiple steals occur in succession. In both of these cases the camera turning won't keep up with the action. Second is that controls are camera relative, so you might pull the thumbstick the wrong way if you're attempting a dribble move from the wing. This can be fixed by changing controls to 'absolute' but unfortunately there is no user manual for 'absolute' controls. However, the 2K camera gives the best court vision which is especially important when you want to pass out of the post.
- Play on 12 minute quarters to give yourself more time to maximize your teammate grade on limited minutes. When you are able to easily get A+ teammate grades, you may lower the quarter length if you wish.

## 8. SEASON ONE

### General guide

- **WORK ON GETTING A+ TEAMMATE GRADES FOR VC AND DISREGARD WINS.** Win or lose has no impact during season one. All you need to do is grind VC to dominate in season two.
- **NO POST UPS, SPAM PICK AND ROLLS AND CRASH OFFENSIVE GLASS.** Post ups will mostly result in bricks and turnovers.
- Be patient. You will not be getting the ball a lot but that does not mean you should aim to shoot it every time you are passed the ball. If you are not passed the ball near the hoop pass it to someone else ASAP. Don't 'fiddle' with the ball.
- In 12-18 MPG you should at least be putting up 12/6. 0 Turnovers and minimum B+ teammate grade.
- The following guides below on offence and defence will provide more information and teach you other methods to score. However, for season one, as I presume your overall will be very low so stick to open layups and dunks.

## 9. OFFENSIVE TACTICS

### Screening

- **UNTIL YOU CAN POST, BEGIN EVERY NON-TRANSITION BASKET BY SCREENING.** An easy rule of thumb for consistent offensive production and easy teammate grade for low overall players.

- **HOLD THE SCREEN BUTTON (O) ON THE BALL HANDLER'S DEFENDER AND KEEP HOLDING UNTIL THE BALL HANDLER HAS DRIBBLED PAST YOU.** This might mean screening the same dude three or four times as the NPC keeps running into you. Your character might automatically turn 180° and screen the other direction which is fine as long as you do not move i.e. the only thing you touch on the controller is circle.
- Only begin to cut to the basket once your ball handler has passed you. Not after you get 'Good Screen' on your teammate grade.
- If you are passed the ball before you are at the basket and are in reasonable range for a layup, then attempt the layup, otherwise, pass it out. Even if the layup is contested, attempt it anyway because you will probably get fouled, and holding the ball in traffic as you look for a pass may result in you getting stripped. If you have maxed 'Jump Shooter', are wide open and in close to medium range, feel free to pop it (but remember your mid range is capped at 60 so don't be surprised if it bricks).
- Keep cutting to the basket even if your teammate takes the shot. This puts you in position for the offensive board which will be free if your man (the opposing center), is busy contesting your teammates shot after your screen takes out the primary defender.
- You may only get a mismatch. If so, post up if you have the attributes and space, otherwise pass to your teammate who also has a mismatch and go for the offensive board. If you are passed the ball near the hoop and someone half your size is guarding you, attack the basket or post up straight away. Don't 'fiddle' with the ball as you risk getting stripped.
- Sometimes the ball handler uses another teammates screen or simply does not use your screen. If so cut to the basket to wait for an offensive rebound or call for the ball if you find yourself open.
- Sometimes the ball handler gets double teamed. If so, stop screening and cut to the basket for a layup/dunk and stay there for the offensive rebound if you are not passed the ball or are not open.
- Do not call for the ball if you are not open. An easy way to lose the game is consecutive possessions ending in turnovers from 'Bad Call for Pass' as opposing NPCs have a near 100% conversion rate off fastbreaks.

#### Moving screens

- Moving screens are called so much so that it deserves its own section. However they are easy to avoid if you do the following:
- **DO NOT MOVE WHEN SCREENING.** I keep my thumb off the movement thumbstick just in case.
- Make sure your character has stopped moving before screening i.e. let go of L3 then press circle.
- Screen the ball handler when he is stationary.
- Sometimes you may misjudge your movement and find yourself screening fresh air. Let go of circle (stop screening), reposition yourself, stop moving, then set the screen. Do not simply move into the man you want to screen. If you don't have enough time, or the man you are trying to screen keeps moving, try bumping him out of the way and/or run to the basket to wait for an offensive rebound or call for the ball if you find yourself open.

#### Fastbreaks

- **AFTER A DEFENSIVE REBOUND, IF POSSIBLE, PASS THE BALL TO A WING/GUARD WHO IS JUST PAST HALF COURT I.E A FEW STEPS FROM THE THREE POINT LINE FOR AN EASY ASSIST.** If this is not an option, pass to the closest teammate. Do not dribble up court yourself and don't bother passing to a teammate way past half court i.e. at the three point line, as the ball could get intercepted or land out of bounds due to your '0 Playmaking'.
- Sprint down the floor on contested fast breaks as even though you might not get there before the defence or your teammates, you will probably get there in time for an offensive rebound.

#### Scoring inside

- **SPRINT TO THE BASKET FOR A FREE DUNK IF YOUR MAN IS LAGGING BEHIND YOU.** This is very easy to do if the opposing team is running a full court press, your man is down on the floor or he gambled for a pass unsuccessfully. Even power forwards will be considerably smaller than you so once you catch the ball past the opposing center, most teams will be forced to foul no one else is big enough to contest your shots.
- If you catch the ball anywhere near the hoop go lay it up/dunk it straight away. Chances are you will draw a foul even if you miss.
- **DO NOT BACK OUT IF YOU CATCH THE BALL NEAR THE HOOP AND MEET TRAFFIC - JUST GO STRAIGHT UP WITH THE BALL.** If you attempt to pass or dribble the ball out, you may get a turnover. A missed field goal is better than a turnover. Regardless, you are so big and dominant that they will usually be forced to foul you.
- If it looks like you are going to brick a dunk i.e. chuck the ball into the stands, or your shot is contested, double clutch (right thumbstick in any direction while in the air).

#### Jump shooting

- **SHOOT ONLY CLOSE RANGE SHOTS IF YOUR OPEN, OTHERWISE PENETRATE.**
- No threes ever and 'close mid range' shots only from wide open pick and pops.
- Perimeter jump shots should only be taken if you have the ball while the shot clock is winding down and there is no one open for you to pass it to i.e. it is a last resort.

#### Offensive rebounds

- After every shot, 80% of the time you should be position for an offensive rebound.
- Offensive rebounds are easy and lead to free baskets. As you upgrade your rebounder (after 'Athlete', 'Inside Scorer and 'Jump Shooter'), offensive rebounds will become very easy.
- **IF A THREE SECOND VIOLATION IS APPROACHING, RUN OUT OF BOUNDS NEXT TO THE STANCHION THEN BACK INTO THE PAINT.** Do not attempt to manoeuvre back past all the big bodies in the paint which puts you in an less than ideal position for the board, and is often such a slow process you get called for the three second violation anyway.
- **THE BEST POSITION IS DIRECTLY UNDERNEATH THE HOOP AS IT IS HARDEST POSITION TO GET BOXED OUT OF.**
- **GET IN FRONT OF YOUR MAN AS SOON AS YOU HEAR THE SHOT CLOCK , AND DEFINITELY BEFORE THE SHOT GOES UP.**

- **PRIORITIZE AVOIDING GETTING BOXED OUT OVER BOXING OTHER PEOPLE OUT.**
- **GO AROUND PEOPLE ON YOUR WAY TO THE BASKET.** Running through people is the least efficient method for a rebound. If you are getting bumped out of the paint by someone, back off and then sprint around him. Going baseline (from the side) is easier than entering from the top.
- **UNLESS IT IS A LONG REBOUND, ALWAYS SHOOT THE BALL STRAIGHT AWAY AFTER AN OFFENSIVE REBOUND.** A score or free throws is *almost* guaranteed even when the paint is congested. Even if you think there is too much traffic, chances are, you will get a turnover as you attempt to pass or dribble the ball out.
- Don't jump for the board if your boxed out. You will get called for an 'over the back foul' 100% of the time.

#### Post ups

- Do not post up at all until your 'Post Control' is 80. Post shots are weak and inconsistent until maxed. It will also be very easy to get stripped.
- **ONCE YOUR 'INSIDE SCORING' IS MAXED, DEMAND THE BALL AND POST UP FOR THE EASY SCORE EVERY POSSESSION.**
- **THE ONLY MOVE YOU NEED TO LEARN IS 'POST SPIN'. YOU CAN DO THIS MOVE ANYWHERE ON THE COURT INCLUDING THE THREE POINT LINE AS LONG AS YOU HAVE SPACE.** While posting up (L2), rotate the right thumbstick clockwise or anticlockwise depending on where there is more space. Once you have spun past your man, let go of L2 and drive to the hoop for a dunk (R2 + Square).
- Every other post move is inconsistent or results in turnovers.
- The 'Post Spin' should always be your go to move, even on guards and forwards.
- The ideal position to 'Post Spin' is from the wing and mid range. Do not 'Post Spin' towards the baseline if you are adjacent to the baseline as you will dribble the ball out of bounds.
- If your player does not spin past his man initially, post him up again and retry. Keep doing so until the shot clock runs out in which case, pass it out or drive into him, pump fake and try to draw a foul.
- If there is a double team, pass out, and quickly before you are swarmed. If no one is open, just shoot it before you are stripped. A missed field goal is better than a turnover.
- **CALL FOR AN ISOLATION BEFORE YOU ATTEMPT ANY POST MOVES.** Do not even move in the post unless you have space. Swipe the touchpad for an isolation and wait for everyone to clear out before moving.
- **PUMP FAKE BEFORE EVERY POST SHOT IF YOU ARE BEING DEFENDED.** Tap 'Square' to pump fake. If the defender jumps, shoot it straight away. Your player will naturally finish beautifully if the defender jumps on the pump fake. If the defender does not jump, pass it back out to someone open.
- If your post moves have failed and no one else is open, the shot clock is winding down or a three second violation is approaching, pump fake if possible, then shoot the ball. A missed field goal is better than a turnover.

- If you have managed to back someone down to the point where you are directly underneath the hoop, do a 'Post Layup' (Whilst holding L2, point the Left Thumbstick and Right Thumbstick to the left/right). It is more consistent than a 'Post Hook'.
- Avoid 'Post Hooks'. They essentially have a 50/50 chance of going in. You should be aiming for a 65+ field goal percentage.
- Pass to people cutting to the basket only if they have a sizable lead on their man, otherwise your pass will get intercepted.

#### Avoiding turnovers

- The only turnovers you should receive are from getting stripped which will be inevitable with your low 'Ball Control'.
- Do not attempt any dribble moves.
- Do not dribble unless the next closest person besides your man is at least two steps away.
- Regardless I highly recommend not dribbling more than once.
- Do not hold the ball too long. The chance of getting stripped increases the longer you hold the ball.
- **AVOID CATCHING THE BALL NEAR THE PERIMETER OR DRIBBLING THE BALL UP YOURSELF.** It is impossible for you to beat your man especially with the upgraded defence and when you find that you can't do anything you'll have to force up a bad shot or pass to a teammate who has to force up a bad shot.
- NPCs intercept perimeter passes at a much higher rate than previous instalments of the game so don't pass to anyone who is not 'relatively' open and close to you.

#### Dead possessions

- If you are passed the ball with the shot clock winding down, pass to a teammate so he can be credited with the FGA and you can be credited with a possible assist or offensive rebound and putback (because you will be running to the basket on these dead possessions).
- **YOUR TEAMMATE ISN'T ACCEPTING YOUR SCREENS AFTER 15S OF TRYING? GIVE UP AND SPRINT STRAIGHT TO THE BASKET FOR AN OFFENSIVE BOARD.**

### 9. DEFENSIVE TACTICS

#### General

- **ALWAYS PLAY 'INTENSE DEFENSE' (L2) WHEN YOUR MAN HAS THE BALL.** Consider it 'automatic' defense as you will 'naturally' contest shots and stay in front of your man without manually moving the thumbstick.
- **ONLY GUARD YOUR MAN WHEN HE IS NEAR THE BASKET UNLESS HE IS ONE OF FEW CENTERS THAT CAN SHOOT.** As big men are non threats on the perimeter. Stay near the paint instead as it makes it easier to play help defence and grab rebounds.
- **IF YOU HAVE TO GUARD A SHOOTER ON THE PERIMETER (A FELLOW CENTER OR OTHERWISE), SAG OFF HIM.** It makes it easier for you to stay in front of them and



puts you in better position for the rebound and to play help defence. It is very easy to close out on jump shots because big men have slow shooting animations and you have a very long reach.

- **ALWAYS TRY TO BE IN A POSITION TO PLAY HELP DEFENSE. SHADOW THE TEAMMATE GUARDING THE OPPOSING BALL HANDLER AS MUCH AS POSSIBLE.** It is extremely easy to rotate to help a beaten teammate because you will not cover much ground (because you will not be guarding anyone on the perimeter). The only time you should not be in position to help is when your man is at the three point line and is a threat from three.
- Do not jump when your man drives into you for a layup. 'Intense Defense' is sufficient as your player will naturally contests these field goal attempts. You only need to jump to contest jump shots, close out on shooters and while playing help defence.

#### Post ups

- **THERE IS NO NEED TO JUMP TO CONTEST POST SHOTS AS LONG AS YOU PLAY 'INTENSE DEFENSE'.** 'Intense Defense' is sufficient for your player to naturally contest and block post shots. Mistiming a jump and falling for pump fakes results in players drawing fouls off you or easily beating you to the hoop.
- Do not bother to 'Front the Post'. You want your man to take a post shot which *you* can contest or block as your teammates are subpar defenders. Fronting the post also puts you out of position to help on middle penetration because the 'animation' takes time to get out of.

#### Screens

- Switch on screens. Sag off the ball handler and force him into a contested jump shot. Mid range jump shots are no longer automatic and your long reach means you may be able to get a block, especially once you upgrade your defensive attributes.

#### Mismatches

- When guarding any other position, including power forwards, sag off them i.e. give them a few steps. They will beat you off the dribble easily if you get in their face. It also give them room to shoot the ball which is ideal because you can still easily contest.

#### Defensive rebounds

- As you should only be guarding your man if he is near the hoop, you should be in ideal position for the rebound in almost all defensive possessions.
- Only bother to box out your man if he is near the hoop. Otherwise, you may be too far away for the rebound and someone else, sometimes from the opposing team, might grab it.

#### Steals

- Look for when someone is curling off a down screen at the baseline to catch the ball at the wing. This play is very common and timing and your long reach makes intercepting the pass very easy.
- If your man is the inbounder, do not bother to guard the inbounds. Instead, guard the person you think is supposed to receive the ball. This is usually the guard running around screens.
- If a big man has been posting or dribbling for several seconds, sprint over and attempt a steal. All big men have low ball security and the longer they hold the ball, the easier it is to strip. Do not do this if you are the man being posted or if your man is 'one pass away'. Do not spam the steal button, press it once, and if it does not work, get back to your man or back into position as a help defender.

## 10. Q AND A

Q. Am I not getting in the way of my teammates drives if I'm constantly roaming the paint on offence?

A. No, your teammates are horrendous anyway. If a teammate somehow manages to beat his man and your man contests the shot, go for the free offensive board and putback.

Q. I am putting up 50/25. How come I am not winning games?

A. On 'Hall of Fame', winning games is almost out of your hands until you have a 70+ overall and can play 30+ MPG, so do not stress if you are not winning games before. However, you may possibly have too many turnovers or be shooting too low a percentage. You may also be 'killing' possessions. That is you are taking too much time off the shot clock and forcing your team into taking bad shots that are not showing up on your personal stats. Also do not get lazy on defence. If you have +/- of -10 or worse, you probably need to be more attentive on defence. Most of these will be negated once you are able to consistently score at will with maxed out 'Inside Scoring' and 'Jump Shooter'.

Q. When will I be able to carry my team?

A. A 70 overall should be sufficient to single handedly win games. You will be able to get away with a considerable amount of 'defensive lapses'. Teams may score 130+ but your ability to put up 80/20 on 75+% shooting day in and day out will guarantee team wins. Just remember to demand the ball quickly to prevent your teammates from bricking before you get to shoot.

Q. I didn't follow your character creation recommendations. Do I need to start over?

A. No. Center is such an easy position that you do not have to min/max for to do well. If you watched, my gameplay videos show me dominating 'Hall of Fame' on a 65 overall. However I still *highly* recommend an 'Inside Scoring Style' to dominate the post. For a 'Balanced/Outside Scoring Style' I would still suggest scoring the majority of your points down low but be more trigger happy shooting off the pick and pop. Furthermore, although I highly recommend my character creation settings for now, we will not know what is *most* ideal until more people experiment.

Q. I want to shoot some threes.

A. Make a power forward.

Q. How do I improve my teammate grade?

A. From a very low overall, easy defensive rebounds and screening for your teammates at every opportunity should push you into the B range even with limited minutes. Follow my tips on limiting turnovers to the letter and only take open shots. As you upgrade your overall and get more minutes, A+ teammate grades should be natural. You should also play defence.

Q. How do I get more VC?

A. When bargaining your contract, you only need to ask for more money as minutes are naturally earned as you play more. You should also be getting A+ teammate grades every game by your first several games in season 2. If you are very desperate for VC, foul out of the game as soon as you get your A+ teammate grade. There is an option to sub out of games during blowouts *with* VC in the quit menu. Unfortunately this is sometimes bugged and you will not get your VC. Instead, I suggest intentionally fouling out. Be careful you are not jeopardizing and accolade streaks when you are fouling out prematurely. Regardless you will not need much VC to begin dominating.