

RUDY'S NBA 2K20 ALL-PRO SLIDERS

Designed to be easier, less defensive, easier to drive, less cpu steals, more cpu 3 point shots.

Start on **ALL-PRO** and make the following changes. Da_Czar confirmed the difficulty where you start matters. Behind the scenes tuning and adjustments are based on initial difficulty.

I use user shot % on both FT and FGs and am not that great with it plus shot meter.

Sliders are user/cpu and are all 50/50 default unless stated otherwise.

Want to adjust defensive stickiness? Adjust body up sensitivity, on ball defence and lateral quickness down to reduce defence (only adjust lateral quickness as last resort). Want more separation? Boost acceleration and boost movement sliders to have a bigger gap.

Controller Settings: Pro Stick Orientation Absolute

Game Settings

Game Speed 50

Quarters 6 minutes (preference)

Offense - stats below 2018-19 season

Note: at rim 0-3' is 66%, 3-10,10-16,16-3pt all 40 to 41%, 3pt 35.5%

Shot distribution 0-3' is 64%, 3-10 29%, 10-16 16%, 16-3pt 10%, 3pt 10%

Free Throw Difficulty 55/NA (this is backwards, higher the number is HARDER to make FTs)

Inside Shot Success (at rim) - 44/50

Close Shot Success (3-15') - 44/50 (per dev this impacts Standing Layups and Hook Shots)

Note: mid and 3 point sliders should be

Mid-Range Shot Success - 53/59 play now, 51/57 years into MyLeague (impacts Post Fades)

3PT Success - 53/59 play now, 51/57 years into MyLeague

Layup Success - 44/50

Dunk in Traffic Freq - 75/75 (want more dunk attempts, less layups)

Dunk in Traffic Success - 60/60 (with layup strength high I want to boost this)

Pass Accuracy - 40/30

Alley-Oop Success 40/35

Contact Shot Success 60/60

Ball Security - 45/35

Body-Up Sensitivity 55/55 (higher means harder to drive)

Pass Speed 50/50

Defence

Driving Contact Shot Frequency 50/50 (affects contact while driving, similar to body up sensitivity)

Inside Contact Shot Frequency 50/50 (0 results in uncontested layups, 100 challenges hard but can cause goofy interrupted layups from behind)

Layup Defense Strength (Takeoff) - 75/75

Layup Defense Strength (Release) - 75/75

Jump Shot Defense Strength (Gather=Closeouts) - 35/35

Jump Shot Defense Strength (Release=Contest) - 40/40 (I want contested shots to go in more)

Help Defense 75/75 (I want more paint help and more open kick outs)

Steal 50/50

Attributes

Acceleration 50/50 (if you feel game is sluggish then boost this instead of speed, affects off ball more than on ball)

Speed 50/50 (has bigger effect when don't have ball)

Durability 50/50 very few injuries on default tho

Ball Handling 50/50

Hands 55/55 (deflections, stealing passes)

On Ball Defense 50/50

Stealing 50/50

Blocking 50/50

Offensive Rebounding 25/25 (reduces warping/aggressiveness when lower)

Defensive Rebounding 25/25

Defensive Awareness 75/75 Will help on rotations
Defensive Consistency 50/50
Lateral Quickness 50/50

Tendencies (same for both user/cpu)

Inside/Close Shots 30 (reducing close shot slider may increase kick outs off rebounds)
Mid-Range Shots 50
Take 3PT Shots 80
Post Shots 50
Attack Basket 50
Look For Post 50
Go For On-Ball Steals 50
Throw Alley-Oops 25
Attempt Putbacks 100
Back Door Cuts 40

Fouls (I like a low number and this is default)

50/50 on everything except below
Charging 100
Blocking 60
Reaching 60
Shooting 60
Loose Ball 60
Illegal Screen 25

Movement - all 75/52 max/min. (Increase max to boost speedy players. Min affects slow bigs more. Too low = quicksand.)

Speed with Ball Max:
Speed with Ball Min:
Acceleration with Ball Max:
Acceleration with Ball Min:
Speed without Ball Max:
Speed without Ball Min:
Acceleration without Ball Max:
Acceleration without Ball Min:

MyLeague Settings

Morale and Chemistry Difficulty and Effects: 10
User Injury Frequency 75 (don't want to touch cpu due to increased simming injuries but I don't think injury sliders work)

Coach Settings – Auto play calling

Camera Settings - (zoomed out view)

2K20 Favourite: Nosebleed, Zoom1, Height 9, Key Zoom
Broadcast has much better transition, just flatter at Zoom1, Height 10, Key Zoom
Try Skybox: Zoom 10, Height 5, Key Zoom. Further out than Nosebleeds. A bit of a jump between these two angles.

Slider explanation threads:

<https://forums.operationsports.com/forums/nba-2k-basketball-sliders/842866-shot-defense-strength-sliders-explained.html>

<https://forums.operationsports.com/forums/nba-2k-basketball-sliders/916722-2k18-layup-jump-shot-defense-strength-sliders-not-working.html>

<https://forums.operationsports.com/forums/nba-2k-basketball-sliders/867753-how-do-shot-defense-sliders-effect-gameplay.html>

Movement and speed:

<https://forums.operationsports.com/forums/nba-2k-basketball-sliders/932072-game-speed-speed-acc-el-attributes-movement-sliders-explained.html>

Takeoff/Gather at 0

Weak closeouts from defenders. Often hands down, do not make an effort to actually contest shots.

Takeoff/Gather at 100

More aggressive closeouts. Hands up, jumping out at shooters to contest shots.

Release at 0

Shot contests are ineffective. Players hit shots when closely guarded.

Release at 100

Shot contests are effective. Players hit less shots when closely guarded.

Overall,

Takeoff/Gather affects the closeout intensity/animations.

Release affect the effectiveness of the shot contest.

It looks like the takeoff/gather slider affects the closeout speed/intensity of players, but has no effect on the shot %. The release slider controls how effective the shot contest is. The higher the release slider, the less likely a player is to make a contested shot.

Make sure that "Jump Shot Defense Strength (Gather)" is lower than or equal to "Layup Defense Strength (Takeoff)", as it will lead to more drive-and-kick offensive possessions, more pull-up jumpers, and more passes by the CPU before each shot. If the Layup (Takeoff) defense slider is lower than Jump Shot (Gather), the CPU will continue to force their way into the paint, ignore perimeter shooters, and have limited ball movement in their half-court sets. If Layup Defense is too high it can make cpu hesitant to drive the paint. Don't set the Jump Shot (Gather) slider too low, though, or else you will have too many open players around the perimeter, poor defense against pick-and-roll/fade, and a lack of proper player interaction/jump-shot animations and variety. Once you have the right balance from the CPU offense and User/CPU defensive decision making and animations, increase the (Release) sliders until you start seeing the amount of missed layups/shots that you want.

Driving Contact Shot Frequency and Acceleration affect defender halo when driving vs blocked. High = catchup contact animations, Low = breakaway speed by ball handlers.

Team shooting by distance and others:

https://www.basketball-reference.com/leagues/NBA_2019.html

Team rankings: <https://www.teamrankings.com/nba/stat/steals-per-game>

REVISITING NBA 2K20 AND THE DISAPPOINTMENT OF PS5 2K

I want to compare 2K20 on the PS4 with the PS5 generation from an offline, 5v5 NBA perspective. I had played 2K20 350 hours - far more than any current gen version. The PS5 generation got off to a lousy start for gamers that only care about real 5v5 NBA basketball. I feel the loss of Scott O'Gallagher (to Madden) was completely downplayed at the time. I remember reading before the PS5 2K21 version came out that there was bad defensive logic in the old games and they were cleaning it up and the game was going to be improved. This alleged bad logic was directed towards Scott as he was in charge of defence. Instead, 2K21 came out with the worst PNR defence ever. When the majority of every NBA possession involves a ball screen and your game gives up easy buckets if you use it, it's broken. Truly terrible. And the worst part about it was that it wasn't fully fixed in 2K22. It took until 2K23 to finally get something that wasn't broken and easily exploited. This showed the level of resources that 2K now dedicates to the actual NBA product. All we got were excuses instead of results for two years.

Then they introduced the mandatory Alley Oop meter on everyone because this game completely caters to the online crowd and forced a QTE graphic, wrecking my screen and also killing my old skills as I blew the alley oop constantly. Why not offer an option to turn it off for offline users? The alley oop slider does nothing either.

The transition game has been terrible this gen. And while it has improved lately, it's still bad and not close to representing the real NBA. We are stuck in a heavy play call type of game instead of conceptual and fast moving offence as well. This is not easy to implement and no prior 2K had it either. But it's something, along with real defensive matchups (instead of PG auto guarding PG), that the game badly needs.

2K20

I remember how good and balanced 2K20 was. It was arguably the best NBA PS4 game. So I redownloaded it on my PS5 to see if nostalgia was over-rating it. The graphics were surprisingly good. Maybe the PS5 upscaled them but they looked good. There were more broadcast camera options too. The PS5 did not bring us the improved player models and extra body types the game needed so it wasn't a huge upgrade over the PS4. I do think the current graphics are so good we will never have that wow factor again with new consoles for *any* game.

The **presentation** difference surprised me. The overlays are simply different. The pre-game stuff as well. I forgot about the first quarter intermission player interview that we eventually skipped lol. But it was a nice change even if it's just different. Webber was a commentator too. Ernie Johnson had hair at halftime! The game used the speaker on the remote for late shot clock and buzzers although I didn't care for that. On a cpu green make it shows on release. Also the circle around the cpu ball handler would change to a broken circle to flash when they were susceptible to a steal.

The **transition** game was so much better in 2K20! I could not believe my eyes. After every rebound players are sprinting down the floor! I played one game with my Pistons vs the Raptors. I had Blake Griffin, Drummond, Derrick Rose, Kennard against Lowry, FVV, Siakam and Gasol (no Kawhi). I won 66-60 but both teams combined for 25 transition points in a 6 minute quarter game! I don't think I've had that many fast break points in any game this gen on the PS5. In fact, the last PS5 game I played I watched my Big lazily jog down the floor despite having a 1-2 step lead on Brook Lopez. Every coach will tell you that the first 3 steps in transition are huge. Run! And if Brook is guarding you, keep running to have a numbers advantage. There was far more urgency for every player in transition in 2K20. In

my 4th game we combined for 38 fast break points with Boston (Kemba) and Portland (Dame).

Alley Oops! Gone is that stupid, ugly meter cluttering up my screen and wrecking my attempts! For many you may not care but this was so good. [Blake](#) - you were the man! And a [Poster](#)! Too bad that knee injury wrecked your career.

<https://youtu.be/mWZyrCL-wbo?si=74MpKyh1gt6cp-FC>

<https://youtu.be/HfUzTzBJKYg?si=hHMgQ8xI6I7DxQzM>

Other Differences: The ball was more loose and live. More deflections, steals, bad passes, tips around the rim. 2K20 was a bit more arcade like - great scorers are a bit more dominant. Guys like Harden are practically unstoppable. Great shot blockers were really tough at the rim. I wish more games had an arcade option or talent slider where you could create a bigger (or smaller) spread between bad, average and great players. Either way I turned back the clock and had a fun time for a few games. Graphics and presentation were good. Transition game fantastic. Alley Oop meter didn't exist and I got one with Blake! The post game is a bigger factor in 2k20. Dribble moves are quite different. I see more Hesi and hang dribbles but I've always been bad at pulling off moves. I do wish there were two dribble systems in 2K where one is simple or let us map our moves on the controller. I generally suck here.

A couple weaknesses for 2k20 are baseline moves/drives are a bit too easy. The drive and kick game isn't as good either. I won't be able to get current rosters which is a bit of a shame as I'm not re-creating them. Jaylen Brown is a 79. Many players don't exist. Luka is going into his second year. It's too bad 2K has sold its soul to VC and the online crowd this generation and doesn't put a higher priority on actual 5v5 NBA basketball. I've been reminded by people, including a 2K dev, that offline gamers aren't revenue generating and should be lucky for the current level of support which I find insulting. I have little faith in 2K26 but maybe I will get it if I read good reviews. Who knows. But Day 1 purchases are done and Black Friday 50% sales are the only thing that will get me now.

But in the end I swear 2K could remaster 2K20 and many people would be happy. It's been a nice change of pace from the PS5 and it does illustrate how little the current PS5 game has improved offline over the last 5 years.