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Freestyle 2 sg guide

I'm born to win! - Shooting Guard A position with the strongest external attacking ability, even while defending from the opponent, show excellent scoring ability and excellent concentration. - GameKiss Contents [show] Overview Processing Shooting Guard (SG) is the only character that has the great range capability that extends your range beyond the 3pt line, you need to get sub-features on your card to get this for another post. It also has +48 3pt passive and +48 3pt passive resistance. SG also has the second highest large feature layup. SG has the most capabilities when the height is above 175 cm minimum. Play Style Editing SG is mainly used in 3 styles: Swing Style Edit Main Composition: SG - PG - C/PF Pure Swing Style - Focusing on motion-in dribbles and then able to take a long distance 3 pointer or 2 point jump shots quickly away from defense. They can also focus on the long feature layup to play more flexible using floater, manual layup, double clutch, or jump pass. This is a game style that could be extended to game style varieties with custom skill sets. However, floater is known to be the best when an SG has reached a height of 175 cm or higher. Floater + Alley-Oop (Fly-oop) Style - Specializes in floater with maximum long layup range. They can also mix jump pass, double clutch, and alley-oop as a combo, to play mind play against the opposition big. This is a very common style of play in Korea with SG over 175 cm tall. Featured main features: 3pt Shot, Long Layup, Running Speed, Middle Shot Featured individual features: 3pt: Success¹, Shoot Touch: Success¹, 3pt: Def Resist¹, Long Layup: Range¹, Manual Layup: Angle¹, Motion: Speed, Drive: Speed¹ Dash Style (Away Style) Edit Main Composition: SG - PG/DG - C/PF Using long screen motion skills and open quickly, very effective if you have better sub features on your card, such as 3 pt success and long range shot. The reason SG is the best at this is because the long skill distance and high 3 point shot def resist that allow you to have more space to dash away from defense and get more 3 point shots. Featured main features: 3pt Shot, Middle Shot, Running Speed, Stamina Featured individual features: 3pt: Success¹, Shoot Touch: Success¹, 3pt: Def Resist¹, Stamina: Recovery¹, Stamina Max¹, Move: Speed¹ Isolation Edit Main composition: SG - PG/DG - P/FSF The large layup series is tied for 2nd best with DG (SW has the best 191, but lacks waist and 3pt and starts with 127 in each stat). The SG lines in the middle around the foul line, with the two players on each side for quick passes from a double team, and makes a manual layup, a middle, or a fade. A variation is also to start from line 3 and draw the defense close then goes for the layup. Featured main features: Long Layup, Middle Shot, Running Speed, 3 Pt Shot Featured Sub Features: Long Layup: Layup: Manual Layup: Angle¹, Move: Speed¹, Shoot Touch: Success¹ Defensive Editing SG has more blocks than PG or DG, but lacks the skills they have (SP steal, and sp dive, and pg has only generally int), it also has less speed and stamina. Overall it can block, but it is more convenient to leave your PF bar in color if you have the option. Distribution of attributes Edit i The following section contains a playback guide from one or more players. Therefore, it is subjective and cannot work for everyone. Total point: 136 Post Shot +0 Middle Shot +10 3pt Shot +15 Short Dunk +0 Long Dunk +0 Short Layup +0 Long Layup +10 Steal +1 Pass +0 Tussle +0 Block +0 Rebound +0 Speed +15 Stamina +5 Post Shot +5 Post Shot +10 0 Middle Shot +0 3pt Shot +20 Short Dunk +0 Long Dunk +0 Short Layup +0 Long Layup +0 Steal +0 Pass +0 Tussle +0 Block +0 Rebound +0 Speed +15 Stamina +4 Post Shot +0 Middle Shot +15 3pt Shot +15 Short Dunk +0 Long Dunk +0 Short Layup +0 Long Layup +10 Steal +1 Pass +0 Tussle +0 Block +0 Rebound +0 Speed +10 Stamina +5 Post Shot +0 Middle Shot +10 3pt Shot +20 Short Dunk +20 Short Dunk +20 Short Dunk +2 0 Long Dunk +0 Short Layup +0 Long Layup +7 Steal +0 Pass +0 Tussle +0 Block +0 Rebound +0 Speed +10 Stamina +5 Post Shot +1 Middle Shot +10 3pt Shot +15 Short Dunk +0 Long Dunk +0 Short Layup + 0 Long Layup +10 Steal +10 Pass +5 Tussle +0 Block +0 Rebound +0 Speed +10 Stamina +5 Post Shot +0 Middle Shot +0 3pt Shot +0 0 Short Dunk +0 Long Dunk +0 Long Dunk +0 0 Short Layup +0 Long Layup +0 Steal +0 Pass +0 Tussle +20 Block +7 Rebound +15 Speed +0 Endurance +0 Characters Edit Group Name Height (cm) Courtney Basic 173 Calix Basic 17 5 Rona Basic 162 Zhifang Basic 168 Anet Basic 170 Clara Buzzer Beater 168 Ox Queen The West 170 Ginger Naughty Kitties 154 James Kim Black Lightning 180 Windy Ace of Wulin 163 Code S-AA Group Prototype 180 Ashley Sliverfox 180 Anne Sliverfox 178 Jasmine Sliverfox 176 Skills Processing Skill Set Proposal Processing Default Skills Processing Shoot Touch Iii Successfully matching the shooting counter will increase the shot success rate and deny the Shoot Touch defense : success¹ +48 3pt shot focus Iii When equipped, 3pt Shot is less likely to be affected by defense 3pt: def. resist +48 Layup Focus Iii When equipped, Layup is less likely to be affected by Defense Short Layup: def. resist +48 Long Layup: def. resist +48 Skill Shop Edit Quick Jump Iii Quick Jump Shot once you receive a Quick Pass Jump : Act. speed +48 LV: 2 P 1000 Fade Away Iii Avoid defense by making a jump back shot Fade Away: success +48 LV: 4 P 2000 V-Cut Iii Move away quickly from your defender if you are not in possession of the ball speed +48 LV: 6 P 3000 Drive Fake Iii Swap direction during a drive can be done multiple times Drive Fakes : dir change LV: 8 P 4000 Direct Pass I Select which teammate will pass with Q/E Get Direct Pass LV: 10 P 5000 Manual Layup Iii Run a Layup for the selected direction your Layup manual: angle +48 +48 12 P 5000 Back Roll Turn Iii While Driving Dribble, quickly perform a rotating backward motion to shoot Back Roll Turn: speed +48 LV: 12 P 5000 Fancy Drive Extends your angle of motion by performing a flashy spin drive Get Fancy Drive LV: 14 P 4000 Jab Step Iii Confuse your item with maneuvers left or right , maintaining a Jab Step Situation Jab Step Drive : speed +48 LV: 14 P 4000 Shoot Fake Drive Iii After a successful fake shot perform a quick drive Shoot Fake Drive: speed 48 LV: 4 16 P 5000 Drive&Cut Cancel Your Disk and Return to Your Original Location Get Drive&Cut LV: 18 P 6000 SP Middle Shot Iii When Equipped , your success rate for a Middle Shot becomes significantly high Middle Shot : success +48 LV: 20 P 7000 Average Shot Focus I Increase the probability of a successful Medium Shot Shot: def resist +48 LV: 22 P 8000 Floater Iii Increase the height of the ball of your layup shots to avoid tall Floater defense: success +48 LV: 24 P 7000 Double Clutch Iii Fake for Layup or Shot Dunk , then shoot Double Clutch : success +48 LV: 24 P 7000 SP Drive Iii Increase drive speed Drive: speed +48 LV: 24 P 6000 Spin Move Layup I can rotate the body while dribbling, and break through the defender. Can be followed with a Layup Acquire Spin Move Layup LV: 24 P 6000 SP Dunk: Activate Ii Increase Your Chance in Running Dunks Short Dunk: Success +36 Long Dunk: Success +24 LV: 24 P 7000 SP Dunk: Success Iii Increase the Probability of a Successful Dunk Short Dunk: Success +48 Long Dunk: Success +48 LV: 24 P 7000 Dunk , Your Dunks Are Harder to Defend Short Dunk : def resist +48 Long Dunk: def resist +48 LV: 24 P 8000 Quick Change Iii Increase your maneuver speed when taking a Pass Quick Change: speed +48 LV: 24 P 9000 Non-stop Pass I Pass the ball quickly once you receive a pass Get Non-stop Pass LV: 24 P 12000 Kill Pass Iii Allows you to make a quick pass, while heavily defended Kill Pass : speed +48 LV: 24 P 15000 Drift Shot I Drift to the left or right during a jump shot to avoid defense Get Drift Shot LV: 24 P 15000 Jump Pass Iii Fake a layup or dunk and instead perform a Jump Pass: range +48 LV: 24 P 12000 Away Screen Move Bonus Iii When you're in indirect attack with a projector mate near you , Your dash speed become faster Away Screen Move: speed +48 LV: 24 P 120000 Non-stop Pass I Pass the ball quickly once you receive a pass Get Non-stop Pass LV: 24 P 12000 Drive & Post Up I While Driving Dribble, Stop and Change to Post Up Motion Acquisition Drive & Post Up LV: 24 P 10000 Turn Around Fade Away Iii Run one Away shot, while in a Post Up Turn Around Fade Away position : success +48 LV: 24 P 10000 SP Pass Iii When equipped, the speed of the pass increases and is less likely to intercept the entry pass pass +48 stop resistance entry pass +48 Kick out Pass speed +48 Kick out Pass Pass resistance +48 LV: 24 P 11000 Pull-up Jumper Allows you to perform a quick jump shot, while Drive Dribble Acquire Pull-up Jumper LV: 24 P 11000 Alley-oop Pass I Run an Alley-oop Pass, your teammate must press the F Acquire Alley-oop Pass LV key: 24 P 12000 Pick & Move I Move Faster After a Fake Monitor Acquire Pick & Slip LLV : 24 P 12000 SP Intercept Ii Increases your intercept range Intercept : range +36 LV: 24 P 18000 Intercept Iii Intercept a pass, while between two intercept oponens: success +48 LV: 24 P 18000 Diving Catch Ii Throw yourself to catch a loose ball Diving Catch: success +36 LV: 24 P 22000 Mastery Skills Processing Processing

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