

The Legend of Korra (2014) – Pro-Bending Arena Strategy Guide

Keyboard & Mouse Tactics, Knockout Order, Opponent-Specific Counters, and Combos

Controls You'll Rely On (Default PC Keyboard)

- Left Click (Light Attack): quick elemental strikes.
- Right Click (Heavy Attack): stronger knockback, slower recovery.
- Space: dodge (i-frames if timed just before impact).
- Shift (hold): charge attacks for bigger pushback.
- Number Keys (1–4): switch elements (in Pro-Bending mainly Waterbending).

Killer Tactics for Pro-Bending

- Own the center: staying mid-arena gives you space to recover if you get clipped.
- Bread-and-butter combo: Light → Light → Heavy. Use lights to flinch, then heavy for pushback.
- Dodge-punish rhythm: tap Space just before impact, then immediately Heavy for free shove.
- Target priority: focus one opponent at a time. Don't spread damage.
- Charged Heavy at the edge: hold Shift + Right Click to send foes multiple zones when they're near the boundary.
- Bait overcommit: step back slightly to invite a rush, sidestep with Space, then Heavy.
- Stamina discipline: don't spam dodges; save them for clutch moments and punish windows.

How Pro-Bending Works

- Each team has 3 zones (lines). Attacks push opponents back line by line.
- You win by pushing an opponent out completely (ring-out) or by forcing all opponents to their last zone and maintaining control.
- Multiple knockbacks are typically needed to progress zone 1 → zone 2 → zone 3 → out, unless you land a charged heavy near the edge.

Focus vs. Line-by-Line Push

Prioritize one opponent and push them line by line unless you see a clean ring-out chance. Once it becomes 2-on-1 or 1-on-1, the fight snowballs in your favor. Keep peripheral awareness to avoid blindside hits while you tunnel on your target.

Best Knockout Order

- 1) Earthbender first – slowest and easiest to shove; removing the frontliner reduces shield pressure on their team.
- 2) Firebender second – aggressive and rush-happy; easy to dodge-punish into big pushback.
- 3) Waterbender last – strongest zoning, but much less dangerous when isolated.

Why This Order Works

- Eliminating the Earthbender removes the tank that anchors their line.
- Taking out the Firebender next stops the constant rushdown attempts.
- The Waterbender relies on spacing and cover; alone, she's easy to corner and push.

Opponent-Specific Gameplan

Earthbender (First Target)

- Behavior: slower start-up, strong knockback if he connects, often plays front line.
- Punish windows: any whiffed heavy or telegraphed projectile—sidestep (Space) then Heavy.
- Best moves vs. him: Light–Light–Heavy to keep him flinched, Charged Heavy when he's at zone edge.
- Positioning: stay slightly off-axis (diagonal) to make his straight shots miss.
- Mistakes to avoid: trading heavies; his wins will shove you back more when you're near your edge.

Firebender (Second Target)

- Behavior: rushes in and overextends; best bait target.
- Punish windows: as he dashes or after any forward heavy—late dodge then immediate Heavy.
- Best moves vs. him: single Light poke to check, then Heavy; or pure dodge → Heavy.
- Positioning: micro-step back to invite the dash, then sidestep to create his whiff.
- Mistakes to avoid: mashing lights when he's charging—you'll get counter-hit. Respect the start-up, then punish.

Waterbender (Last Target)

- Behavior: best zoning and lateral movement; harder to pin down when teammates are alive.
- Punish windows: after she commits to a ranged string—dodge toward her to close distance, then Heavy.
- Best moves vs. her: Light–Light to break rhythm, then step Heavy; Charged Heavy if she's cornered.
- Positioning: herd her toward a barrier by cutting off angles rather than chasing directly.
- Mistakes to avoid: chasing in straight lines; use diagonals and short burst steps between projectiles.

One-Page Cheatsheet

- Default combo: Light → Light → Heavy.
- Ring-out confirm: Charged Heavy near edge (Shift + Right Click).
- Dodge timing: press Space just before the hit lands; Heavy immediately after.
- Target order: Earth → Fire → Water.
- Never fight at your edge; rotate back to center after each exchange.

Combo Quick-Reference Table

Combo Name	Input (Keyboard/Mouse)	Effect
Quick Jab	Left Click	Fast poke, interrupts opponents.
Double Jab + Push	Left Click → Left Click → Right Click	Steady knockback, good for line pushes.
Charged Heavy (Ring-Out)	Hold Shift + Right Click	Big shove; instant ring-out if near edge.
Dodge → Counter Heavy	Space (just before hit) → Right Click	Punishes enemy with strong knockback.
Jump Heavy Smash	Space (jump) → Right Click	Aerial strike that disrupts zoning.
Light → Dodge Cancel	Left Click → Space	Quick poke then reposition safely.

Good luck in the arena — once the first opponent is out, momentum is yours!