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

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

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!