

Wake Up Frames (Super Street Fighter 4 Arcade Edition)

	Time (Frames)	Character(s)	Notes
Face Up	31	Others	Gen: 1F invi
	32	Sagat, Cammy	
	33	Blanka	
Face Down	20	Adon	1F invi
	21	Others	Gen: 1F invi, Yang: 18F invi
	22	Blanka, Dhalsim, Claw, Sagat	
	26	Hakan	

Untechable knockdowns send the opponent into either the face up/down position, both have different wake up timing depending on character. Some characters have invincible frames on wake up, but the invincibility will only last as long as you don't input anything

translator's note: I haven't tested the above data so I can't say if its 100% accurate or not. If you wish to calculate/estimate frames for wake up offense, you have to consider at least three things:

- (A) opponent : frames between getting hit by the move and landing on the floor
- (B) opponent : frames from grounded till being able to move again (the chart above if im not mistaken)
- (C) you : frames between landing the knock down attack till when youre able to move again

So its (A) + (B) – (C) = frames advantage you have before opponent wakes up.

I doubt it that you can test everything with 100 precision, but yeah, have fun testing in training mode.

translation by abelity

sources: enterbrain mook ARCADIA EXTRA vol.84 (AE mook), SSF4 & AE wiki (Japanese)

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