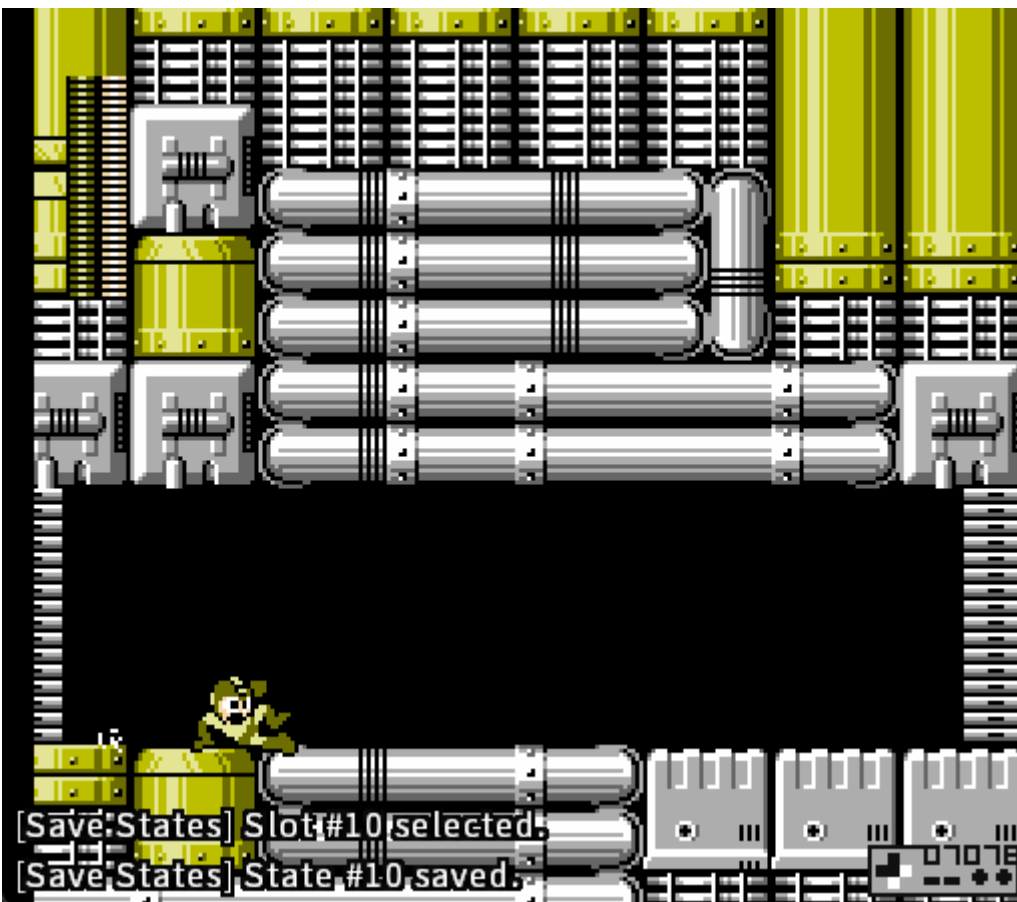


# Met Daddy Fight

Met Daddy is the first boss in Dr. Wily's castle. It attacks by stomping, jumping, and causing Mets to fall from the ceiling when it lands. It does hide under its helmet like regular Mets and is mainly weak to the **Ring Boomerang**. Weakness that you want to equip **BEFORE** entering the boss, so basically in the corridor room.

## Safe strat

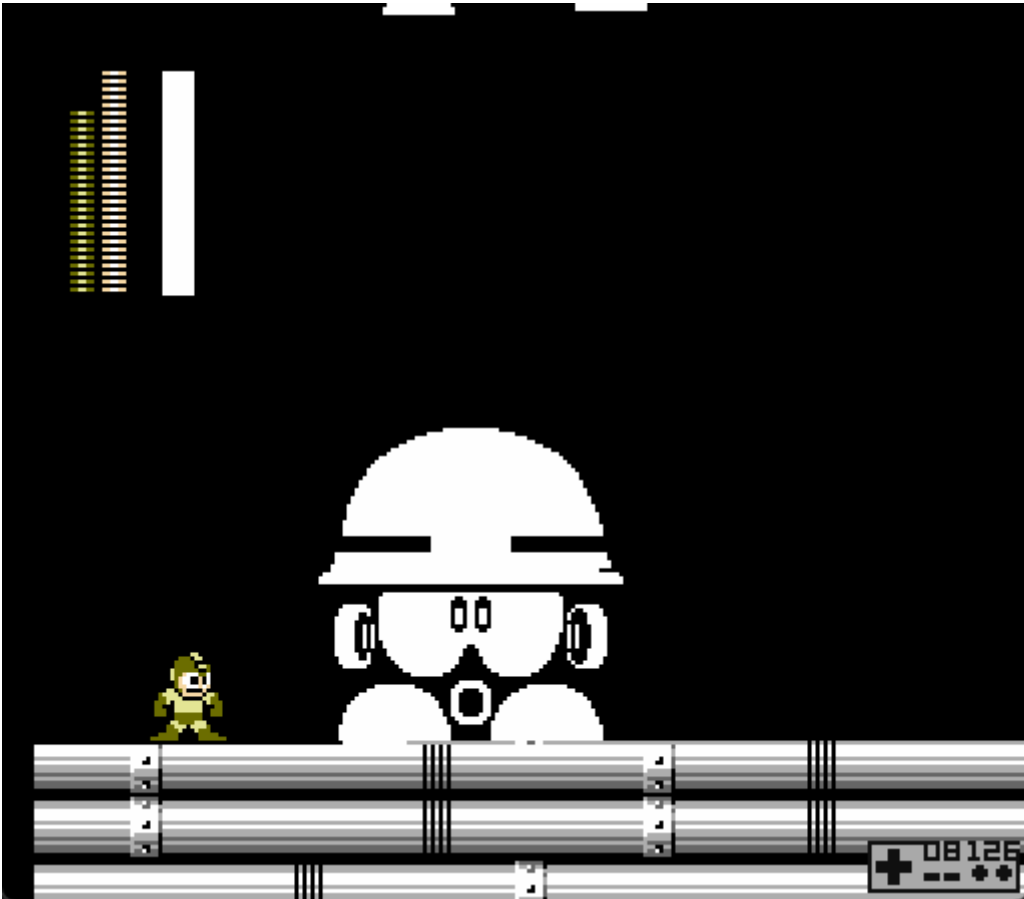
Before entering the boss, make a full jump in the door instead of sliding in. That way you can land a lot further right than normal, which makes getting more shots in easier.



This loose about 40 frames as it delays the boss cutscene to start

## Main strategy

The main strategy is to avoid body damage by taking advantage of the small Mets. You wanna take damage boost of the small ones to slide through the boss.

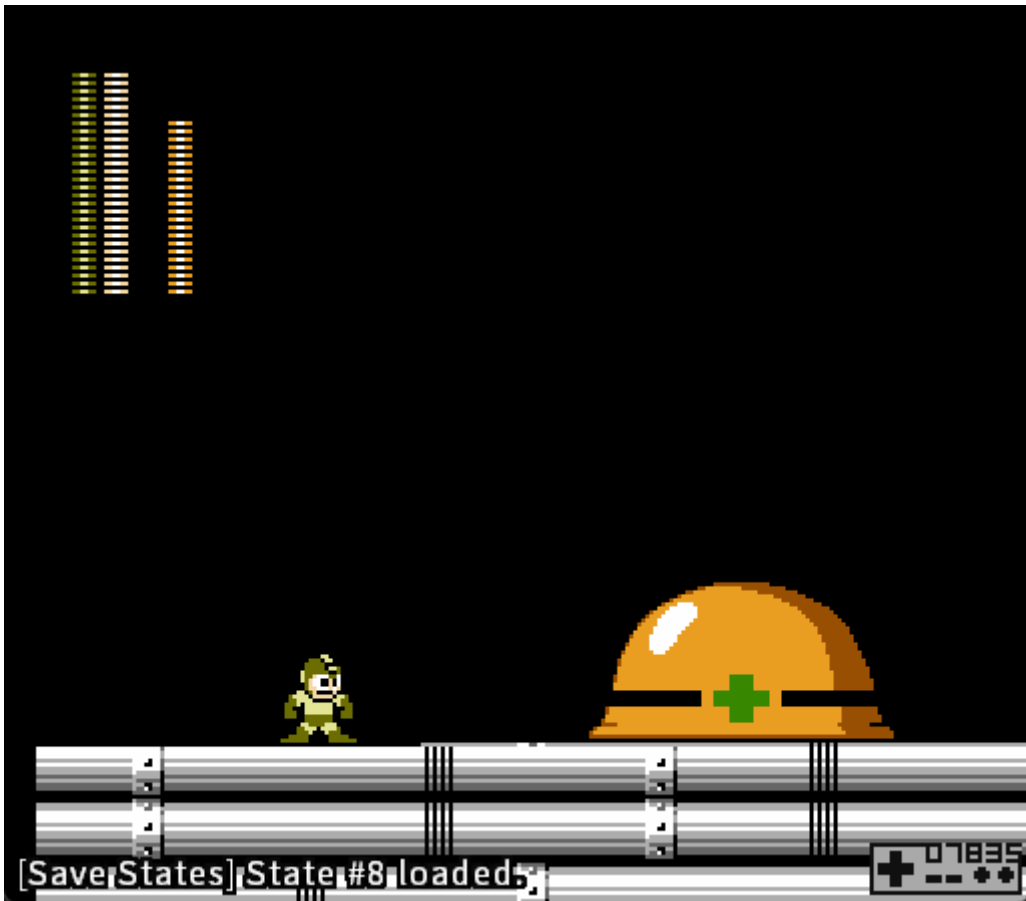


This boss has quite the RNG (check [here](#) for more info on it) but the main important one for now is the delay he stays still before jumping.

At the start of each cycle **you can safely deal 2 shots**. You then need to react to what he does (Short or Long Pattern?) and kinda prepare a slide to the direction he's going to jump, in case he actually jumps short. If not, you go back to deal the 3rd hit and go away

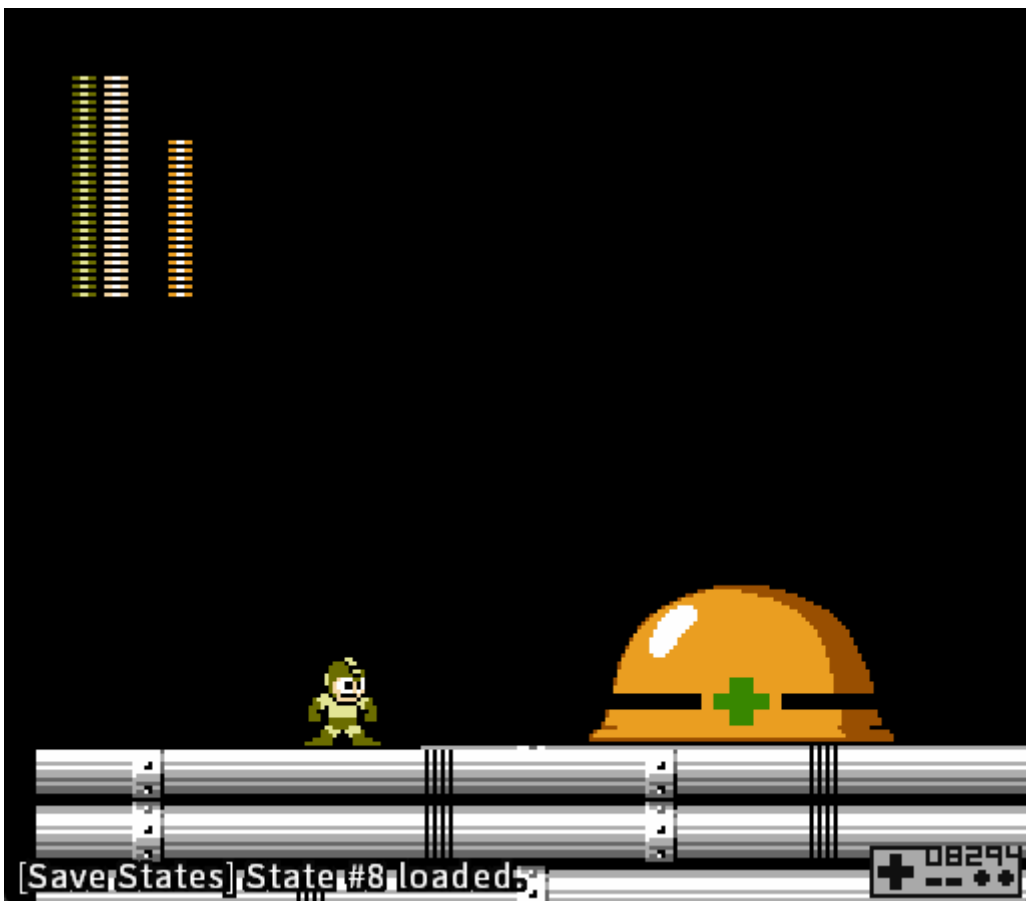
In the case of a long pattern, you'll have **3 SHOTS** before he jumps towards you. Make sure to do an A+B jump as he's touching the ground that way you avoid getting frozen.

## Long Pattern



In this case, if executed properly should be able to get **6 SHOTS** in.

### Short Pattern

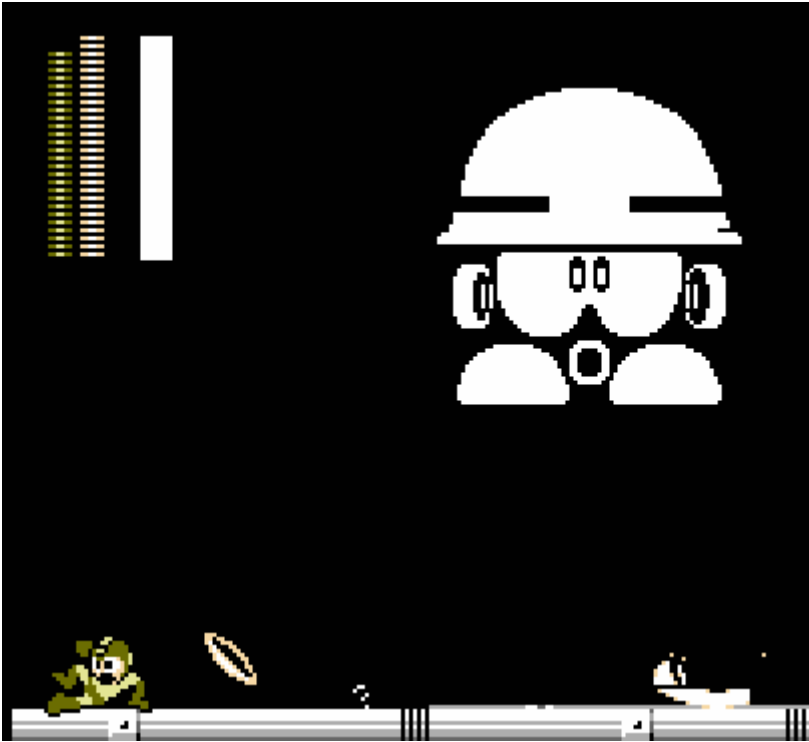


In this case, if executed properly should be able to get **5 SHOTS** in.

## How to get a guaranteed 3 cycle fight

Getting a 3 cycle can be up to really easy to really hard depending of the pattern

One major key to make this possible is to always send Met Daddy to the extremes part of the room, that way he jumps **higher** giving you slightly more room to get extra shots in.



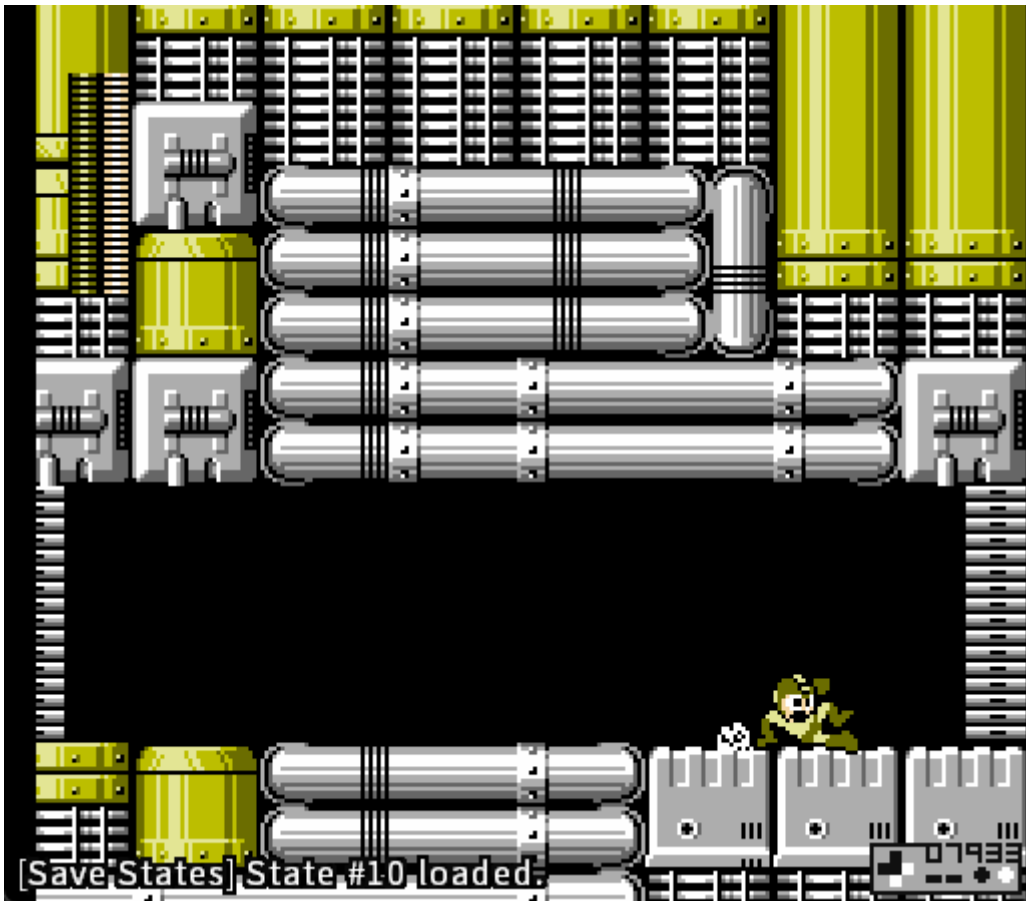
Keep in mind, Ring Boomerang has a MAJOR range, so you can stay relatively far away from Met Daddy

Making Met Daddy do a small jump (happens when you are too close to him), almost kills the chance for an extra shot. Meaning that instead of getting 5 or 6 hit in one cycle, you may get 4 or 5, which can cause an entire extra cycle

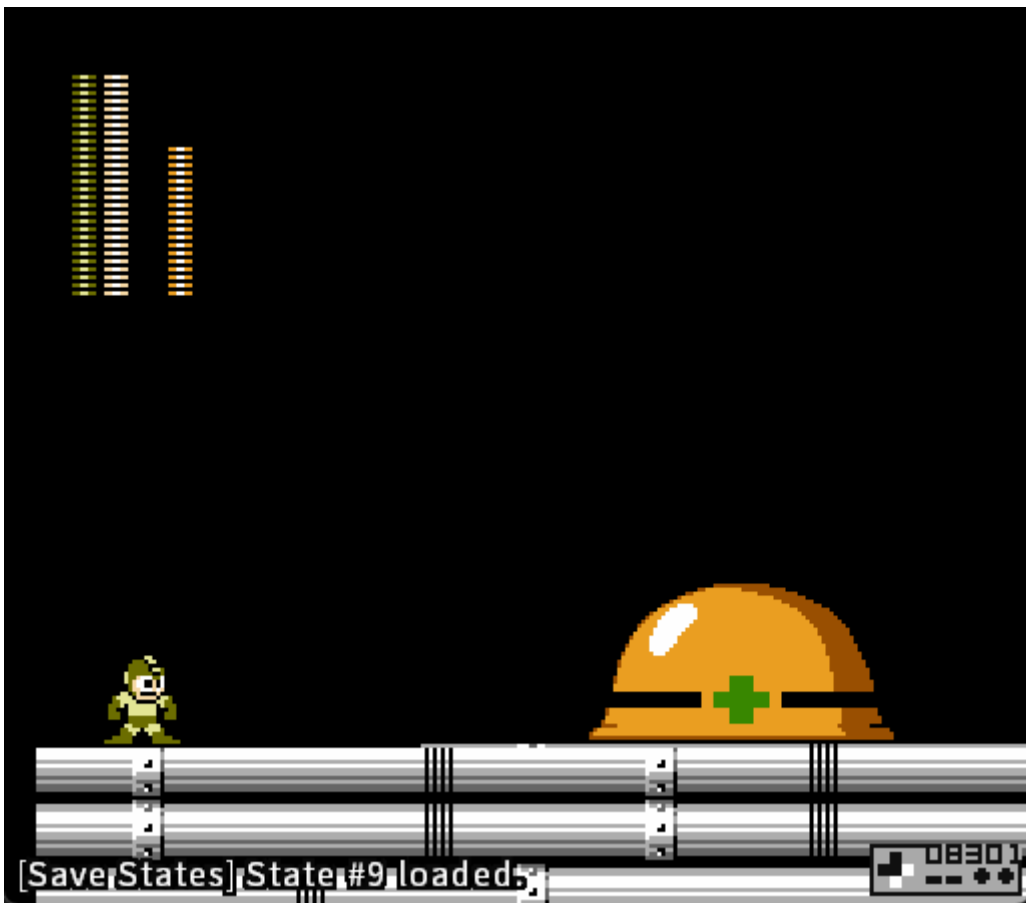
## Example fights - Optimal strat start

From easiest to hardest fights

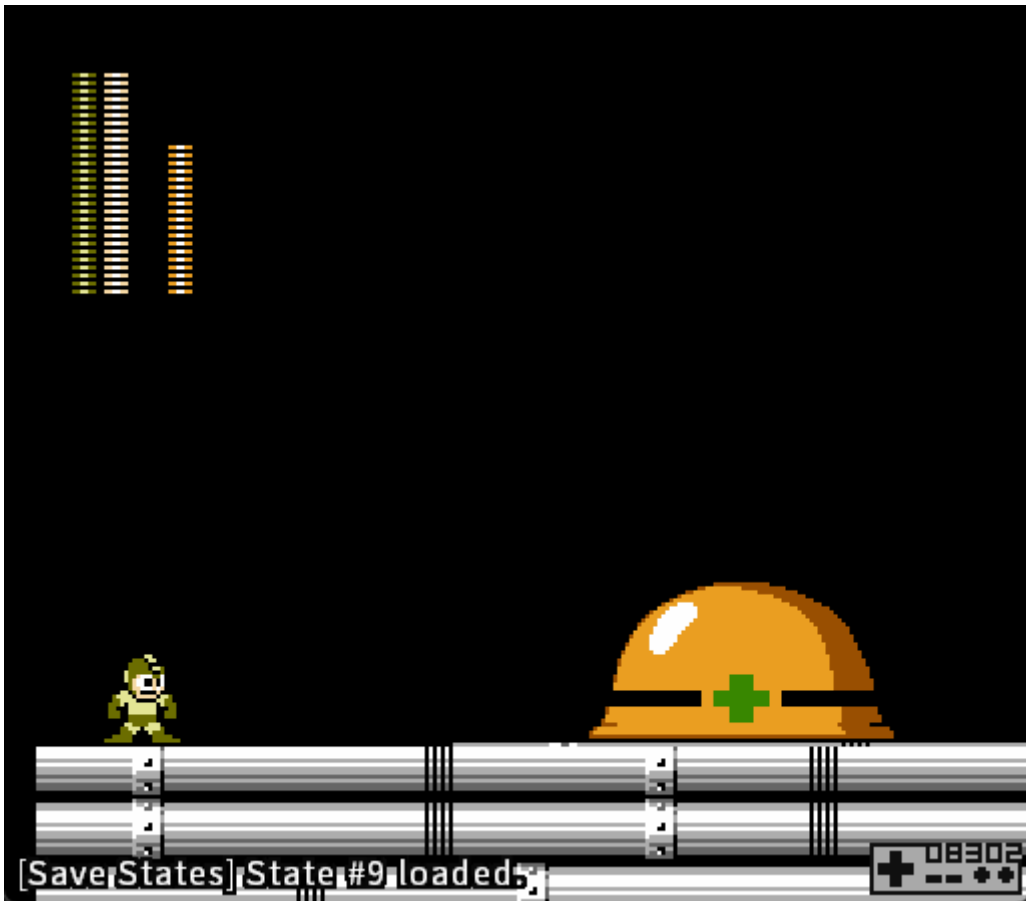
6 - 6 - 2 (Long Pattern - Long Pattern)



5 - 6 - 3 (Short Pattern - Long Pattern)



5 - 5 - 4 (Short Pattern - Short Pattern)



On the last cycle, making him jump high is not very useful. So we can stay close to him because we know we will kill him anyways, sometimes even before he can jump again

## Met Daddy's RNG

Delay jump pattern	
0x3C (60 frames)	50%
0x78 (120 frames)	50%
Met falling pattern	
Scattered	25%
Close	50%
Very Close	25%
Time Spent in the ground	

0xB4 (180 frames)	50,0%
0xF0 (240 frames)	50,0%

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