I'm not a bot

Clumsy Ninja is a game developed by NaturalMotion available for IOS 5.0 and above, and also for Android. Train, customize and explore with your own virtual ninja with more human-like motions than ever. It is the first game to use the EUPHORIA technology. It was released on November 21, 2013. in 2013. In the game the player trains a ninja by having them complete tasks in order to gain experience points. Within its first week of release, Clumsy Ninja was downloaded more than 10 million times. Gameplay[]Gameplay centers around training the ninja and improving their "ninja skills". The player can train the ninja by doing certain activities such as: playing hide and seek, playing on the trampoline, training with a punching bag and many other activities to earn experience (xp). As the ninja improves his skills he earns new belts. Another big part of the game is traveling the country and completing quests, doing so will unlock new items that can be used to further train the ninja, along with more storyline details.Story[]The story is told from 3rd person perspective by the ninja clue book. The main aim of the game is to save Clumsy Ninja's training partner & friend Kira from Hori-Bull, the antagonist, whose main aim is to find the Dragon Medallion. Kira finds the Dragon Medallion before Hori, but loses it as Hori-Bull weakened her, told in storyline. Clumsy Ninja, Lily, the chicken, the squirrel and the Sensei arrive to the temple environment/area to find Kira and save her from Hori-Bull(Hori-Bull slipped a jelly potion, which makes limbs useless, into Kira's stew at one point, then threw her sword in the river, locked her in a cart, and took the Dragon Medallion. He then traveled to the temple region, bringing Kira with him. Kira managed to write a warning on one of her diary pages and give it to her squirrel friend, who soon brought it to Clumsy and friends. Clumsy, with the others, also find Kira's sword. They presently unlock the dojo, only to find Kira and Hori-Bull as stone statues. Upon freeing the duo, a fight ensues. Clumsy deflects an attack from Hori-Bull and catches the Dragon Medallion in mid-air, ultimately leveling up and becomes the Dragon Medallion Keeper, earning his Master Suit. Additionally, Kira manages to land a hit on Hori-Bull, knocking off his helmet. Hori escapes though, leaving his helmet behind while the others are reuniting.Plot[]Torsten Reil (CEO) was Clumsy Ninja, with the Composer of Rich Aitken. More info neededDevelopment[]In Apple Special Event September 10 2012, CEO of Torsten Reil Announcemented Clumsy Ninja As under development version, Ninja Kit has 7 Options: Crates, Dummies, Punchbags, Throwing Balls, Nunchucks, Dummies and Tickle.Clumsy Ninja introduces the Euphoria 5.0 engine. You can lift the hand for example. Tickle the ninja will run to the Sakura tree. Trains items you like. and ends the scene.Nunchucks is unreleased by some developers are jokingly stated as 'Crate-chucks'.Clumsy Ninja is the first mobile game to use the Euphoria physics engine. The game was originally announced for 'holiday season' 2012, however it was delayed by almost a year. It eventually appeared worldwide on the App Store on 21 November 2013. On release, Clumsy Ninja became the first app to be promoted with a video trailer embedded in the App Store.Characters[]See the Characters page.Trivia[]Clumsy Ninja is the first mobile game to use the Euphoria game engine, an engine designed by NaturalMotion and used in other games like Red Dead Redemption.It was the first app to be promoted with a video trailer embedded in the App Store.Due to bug, The Clumsy Ninja is Unplayable in 1.33.5.Some most newer devices will show up the Android 6.0 Permissions, but click OK then agree permissions may repeatedly Android 6.0 Permissions.It is compatible to older devices, But can be playable when agree the permissions.Because of Clumsy Ninja is offline mode, but may couldn't the bugs in foreseeable future.If the software upgrades to 1.33.5, the Storage Permissions is broken due if the software is buggy.The Clumsy Ninja save file corrupts rarely in 1.32.2 or more versions.The encryption make worse by accidently situations, The save file become lossy. Gallery[] Image Needed!Attention! This page needs an image. You can help the Fandom by supplying us with one!Instructions are: Add Clumsy Ninja Icon 1.7.1-1.26.x, More images needed (e.g franchise) Page 2 1.33.5 is released at February 23th 2021. Nothing is currently known about this version, but fixed some undocumented bugs and crashes from previous versions. View source full Clumsy Ninja is a game developed by NaturalMotion available for IOS 5.0 and above, and also for Android. Train, customize and explore with your own virtual ninja with more human-like motions than ever. It is the first game to use the EUPHORIA technology.Clumsy Ninja Wiki is a wiki all about it. For tips and information about items, this is the perfect wiki for you. Just look at any page and learn new tips! Recent polls Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. 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You can help Clumsy Ninja Wiki by improve it!Instructions are: Needs a description example: He's Clumsy Ninja Needs for Help!Click expand to see the list of tasks.Task NameHow to do?RewardTask ChapterShake HandsLift the ninja's hand and shake it.5 XP & 5 Coins1.Meet Your NinjaLift HimLift him high into the air by both arms - slowly and gently.5 XP & 5 Coins1.Meet Your NinjaLead HimTry leading him by the hand for a few steps.5 XP & 5 Coins1.Meet Your NinjaFoot LiftLift him high into the air by one foot5 XP & 5 Coins1.Meet Your NinjaTickle HimRub the ninja's belly fast, don't stop!5 XP & 5 Coins2.Ninja FunBalloonsHand the ninja two balloons from the Ninja Kit. Press the arrow in the bottom-right of the screen to open the Kit!5 XP & 5 Coins2.Ninja FunMore BalloonsAttach a third balloon to his foot.5 XP & 5 Coins2.Ninja FunPopHe is flying! Pop all the balloons!10 XP & 5 Coins2.Ninja FunBuy A TrampolineGet the First Jumper trampoline from the Ninja Kit and place it on the floor.5 XP & 5 Coins3.First Training SessionJump!Tap the trampoline to start training. Slide the trampoline left and right as the ninja jumps.10 XP & 5 Coins3.First Training SessionSensei's RepairsRepair the trampoline instantly by tapping it in the Ninja Kit!20 XP & 5 Coins3.First Training SessionDrop InLift the ninja and drop him onto the trampoline.10 XP & 5 Coins4.Star MasterTrampoline TrainingFinish the session. Eight jumps in a row will activate the Ninja Move!35 XP & 10 Coins4.Star MasterWalk This WayTap anywhere on the ground to make the ninja walk to that spot.5 XP & 5 Coins5.ExploreWalk To The StallsFind the stalls on the right and make the ninja walk there.20 XP & 5 Coins5.ExploreRoof HoppingThrow the ninja onto a roof in the market area.35 XP & 5 Coins5.ExploreTap The PictureGreat work! Oh, the ninja placed a photo in his ninja book. Let's take a look!70 XP & 10 Coins6.Remember MeGet A Punch BagGet the Old Rice Sack from the Ninja Kit. Beware: the ninja will be very clumsy at first!5 XP & 5 Coins7.Sucker PunchTry It OutHold the punch bag up for the ninja to hit until he breaks it!15 XP & 5 Coins7.Sucker PunchSensei RepairsRepair the punch bag instantly by tapping it in the Ninja Kit25 XP & 5 Coins7.Sucker PunchTwo Hits In A RowGet the ninja to hit the punch bag twice in a row. He can do it!40 XP & 5 Coins7.Sucker PunchThe PathThere is a large poster on the wall - tap it to see the Path of the Ninja25 XP & 5 Coins8.Ninja's First BeltThe First Belt!Keep training on the trampoline or the punch bag until you earn your first belt.70 XP & 5 Coins8.Ninja's First BeltThe Clothes DrawerFind the clothes drawer and tap it to try on the belt. It is by the house on the left.5 XP & 5 Coins9.Fashion StatementSet The SceneLet us get the ninja ready for a photo. Tap on the clothes drawer and try on the red belt again.5 XP & 5 Coins9.Fashion StatementHold ThisNow hand the ninja a balloon.5 XP & 5 Coins9.Fashion StatemetSay Cheese!Take a photo of the ninja - just press the camera button in the top-left of the screen! Why not share it with your friends?5 XP & 5 Coins9.Fashion StatementTry Out Your New Camera!To be added5 XP & 5 Coins10.Photo FriendsDrink MeFetch the Tornado potion from the Ninja Kit and give me one!5 XP & 5 Coins11.Spin To Win!HelicopterLift me into the air while I'm spinning! Give me another potion if you need to!10 XP & 5 Coins11.Spin To WinSnap HappyThis is great! Take a cool photo of me while I'm spinning!20 XP & 5 Coins11.Spin To WinCrate TowerMake a tower out of three Wooden Crates - make sure they are on top of each other.5 XP & 5 Coins12.Basic TrainingAttack!Tap the Wooden Crates to get the ninja to attack them.20 XP & 5 Coins12.Basic TrainingHead RubCall the ninja over to you and rub him on the head - a job well done!35 XP & 10 Coins12.Basic TrainingJump To ItGet the ninja to train on the trampoline.15 XP & 5 Coins13.Real TrainingPunch HardNow, straight onto the punch bag - one full session!45 XP & 5 Coins13.Real TrainingBelterEarn the next belt80 XP & 10 Coins14.Showing ProgressThe BookTo be added5 XP & 5 Coins15.Meet LilySelect LilyLet's play as Lily! Select her from the customisation menu.5 XP & 5 Coins15.Meet LilyBouncing LilyLet's try out a trampoline! I can do it!5 XP & 5 Coins15.Meet LilySelect NinjaTrain with the Ninja. You can train with Lily whenever you want!5 XP & 5 Coins15.Meet LilyIs It A Bird?Lift me high into the air by one hand.5 XP & 5 Coins16.Super-Ninja!Is It A Plane?Ok, good practice. Now tie a balloon to my foot!10 XP & 5 Coins16.Super-Ninja!Photo MomentNow, lift me into the air by the hand and snap a photo. Super-ninja!20 XP & 5 Coins16.Super-Ninja!Smooth MovesMaster the second Ninja Move on the First Jumper Trampoline. I will repair the item for free.15 XP & 5 Coins17.Jumping JackNew JumperGet the Spring Morning trampoline and train on it. The ninja will jump higher on this trampoline.45 XP & 10 Coins17.Jumping JackMoving TargetComplete a session with the Old Rick Sack!15 XP & 5 Coins18.Steady AimThree CratesHmm, a small improvement. Let us try a static target. Place three Wooden Crates.35 XP & 5 Coins18.Steady AimBoxingTap the Wooden Crates to get the ninja to attack them. Then deal with them - ninja style!65 XP & 10 Coins18.Steady AimTurquoiseIt is up to you how to train the ninja - all interactions help them towards the next belt!150 XP & 20 Coins19.Turquoise BeltIt's A What?Get the Watermelon from the Ninja Kit. Tap the ball icon to find it.5 XP & 5 Coins20.The Art of DeflectionWatermelon DeflectionComplete a session with the Watermelon. Take it slowly - the ninja will get better as you train.5 XP & 5 Coins20.The Art of DeflectionRestock The WatermelonNow repair the item, or wait until Sensei repairs it!5 XP & 5 Coins20.The Art of DeflectionWater Fight!Complete another session with the Watermelons!10 XP & 5 Coins20.The Art of DeflectionEnhanced NinjaGet a Dizzy Potion from the Ninja Kit!5 XP & 5 Coins21.Potent PotionsPoke-NinjaPoke me a few times while I'm dizzy. I'll be okay in a little while.15 XP & 5 Coins21.Potent PotionsBalloonI need something to hold on to! Give me a balloon.25 XP & 10 Coins21.Potent PotionsLie DownFind the sleeping mat and tap on it. Ensure the ninja sleeps at least once a day for a reward!80 XP & 25 Coins22.Sweet DreamsFlying NinjaTry throwing me around a few times! Let's see how far I can go!5 XP & 5 Coins23.MemoriesGrippingI want to strengthen my grip. Throw me towards the stall rooftop until I catch on with both hands.20 XP & 5 Coins23.MemoriesArmedLift me as high as you can by both hands. I'll hang on!35 XP & 10 Coins23.MemoriesDrag RaceDrag me all over the place by an arm. I can take it!55 XP & 15 Coins23.MemoriesMore Power!We have to push harder - complete a session on the Old Rice Sack punch bag!75 XP & 10 Coins24.MotivationWe Will Win!High five the ninja after finishing a training session! Good job!210 XP & 25 Coins24.MotivationSet Up The CourtGet The Dunker hoop from the Ninja Kit and place it near the ninja.40 XP & 5 Coins25.Air SenseiThree PointsThrow the ninja through The Dunker hoop a few times from far away.110 XP & 10 Coins25.Air SenseiRepair PracticeFinish a dunking session with The Dunker hoop. Make sure you repair it too.210 XP & 20 Coins25.Air SenseiBounce BackComplete a session on the Spring Morning trampoline.50 XP & 5 Coins26.StretchedCombo PunchingBetter training items earn more XP. Strike the Sturdy Rice Sack punch bag three times in a row!140 XP & 15 Coins26.StretchedAnd Stretch!Lift your ninja by both arms to stretch them out!260 XP & 25 Coins26.StretchedPinkEarn the next belt530 XP & 50 Coins27.Pink BeltBuy CantaloupesGet some Cantaloupes from the Ninja Kit. These will earn more XP than the Watermelons!5 XP & 5 Coins28.More Melons?Ninja Fruit!Train with the Cantaloupes. Deflect as many as you can in a session!20 XP & 10 Coins28.More Melons?Now The Other!Deflect five Watermelons in a row!35 XP & 20 Coins28.More Melons?Ninja TowerPlace the Small Ninja Tower. If you need more coins, get the chicken or use your training items.15 XP & 5 Coins29.High LifeVertigo-Go-Go!Lift the ninja onto the top level of the Small Ninja Tower. See, it's not too high.50 XP & 20 Coins29.High LifeSafety FirstHand your ninja two balloons - they should be able to glide to the ground.90 XP & 35 Coins29.High LifeChickenGet the Chicken from the Ninja Kit.30 XP & 10 Coins30.ChickenPick Up The ChickenPick the Chicken up. But beware: it can't fly.80 XP & 30 Coins30.ChickenFowl MoodIt may not be able to fly by itself, but it might with our help... Throw the Chicken!150 XP & 55 Coins30.ChickenSplitsGrab me by both legs and stretch me out! Feel the burn!30 XP & 5 Coins31.Fit TestMarathonMake me walk around. I need to get fitter!80 XP & 20 Coins31.Fit TestNap TimeI need a nap! Tap the sleeping mat. You'll get a reward if you make sure I get some rest every day!150 XP & 35 Coins31.Fit TestLight BagGrab a punch bag and put five balloons on it.35 XP & 10 Coins32.Light PunchesEye LevelThat might be too many. Pop three balloons to bring it back down110 XP & 20 Coins32.Light PunchesNot The SameEnough fooling around. Let's just do a punch bag session!190 XP & 40 Coins32.Light PunchesBuy The BouncerGet the Bouncer trampoline and place it on the floor.75 XP & 10 Coins33.BouncerComplete A SessionGet the ninja to complete a session on the Bouncer trampoline.210 XP & 30 Coins33.BouncerRepair The BouncerNow repair the item, or wait until Sensei repairs it!390 XP & 50 Coins33.BouncerBrownEarn the next belt!830 XP & 100 Coins34.Brown BeltDown To EarthGo to the clothes drawer and put the Brown Belt on me.15 XP & 10 Coins35.Chocolate DunkGroundedLet's lighten the load - give me two balloons!45 XP & 20 Coins35.Chocolate DunkHang TimeDrop me through a hoop. You may need to pop the balloons first, though!85 XP & 40 Coins35.Chocolate DunkFreeze!Get the 'Freeze' potion from the Ninja Kit.370 XP & 140 Coins36.Stay FrostyOld FaithfulGet the Old Faithful punch bag and train the ninja with it.160 XP & 55 Coins37.Ice ColdCold PalmsHigh five your ninja after they finish a training session! Good job!460 XP & 150 Coins37.Ice ColdBuy The Red StarGet the Red Star ball from the Ninja Kit.90 XP & 20 Coins'38.Ninja StarBest Shot!Let's deflect five Red Star balls in a row!260 XP & 55 Coins38.Ninja StarChange Of ClothesThat was fun! Can you pick a new color for my ninja suit?480 XP & 100 Coins38.Ninja StarCover!Place some Green Giant crates. The ninja will need cover!120 XP & 25 Coins39.A New Enemy!Pea ShooterPlace the Pea Shooter anywhere you like.350 XP & 65 Coins39.A New Enemy!Friendly FireTap the Pea Shooter ball gun to fire a shot.640 XP & 120 Coins39.A New Enemy!Throw Me!Throw me around! I can take it!160 XP & 20 Coins40.This Is "Safer"?Ninja TowerPlace the Small Ninja Tower on the floor.440 XP & 65 Coins40.This Is "Safer"?Jump DownList me up onto the Small Ninja Tower and tap the ground - I'm going to jump!810 XP & 100 Coins40.This Is "Safer"?Orange PeelEarn the next belt1700 XP & 210 Coins41.Orange BeltFaithful ReturnPlace the Old Faithful punch bag anywhere you like.65 XP & 5 Coins42.FaithfulFocusGet your ninja to complete a train session on the Old Faithful punch bag. That should tire them out.180 XP & 15 Coins42.FaithfulSleep On ItGet your ninja to sleep on the sleeping bag. Make sure they get some rest every day for a special reward!330 XP & 30 Coins42.FaithfulRise And ShinePerform the second Ninja Move on the Spring Morning. Repairs are free!160 XP & 10 Coins43.More Training?BreakfastCantaloupes make a great breakfast. Let's see how your ninja copes when they're thrown at them!440 XP & 35 Coins43.More Training?Morning RunLead the ninja around the grounds by the hand. I'll let you know when you can stop!810 XP & 65 Coins43.More Training?High BeamPut the High Beam out for me and make me jump!260 XP & 20 Coins44.Wishful ThinkingUp, Up, And Away!Place a Green Giant Crate on the High Beam and attach balloons to the crate to make it float.750 XP & 50 Coins44.Wishful ThinkingPop MusicPop the balloons! Make sure the crate doesn't land on my head, though! I said 'not' on my head!1400 XP & 95 Coins44.Wishful ThinkingHigh LifeLift the ninja high into the air by both arms!380 XP & 25 Coins45.RelaxationPlay Fight!Poke the ninja three times!1100 XP & 70 Coins45.RelaxationTickle Time!Now tickle them until they cannot take any more.2000 XP & 130 Coins45.RelaxationPay Attention!Attach 5 Natural Balloons to your ninja. They'll need to be used to being up high if they are to train in the Hills.650 XP & 35 Coins46.GraduationOver Here!Float the ninja over to the clothes drawer!1800 XP & 100 Coins46.GraduationDress For SuccessChoose any suit color from the clothes drawer. Dress up for the journey ahead!3400 XP & 190 Coins46.GraduationThe HillsTap on the signpost to travel to the hill.460 XP & 35 Coins47.The HillsExploration!Take your ninja for a walk. A ninja must be familiar with their surroundings.1300 XP & 95 Coins47.The HillsFaithful FighterLet us train with the Old Faithful punch bag - one full session.330 XP & 20 Coins48.Carry OnBounce-A-Thon!Good. Now the Bouncer trampoline - I want to see the ninja perform eight jumps in a row!940 XP & 60 Coins48.Carry OnRed StarRemember deflection training? Can you get the ninja to deflect the Red Star ball five times in a row?1700 XP & 110 Coins48.Carry OnGoing GreenEarn the next belt!4400 XP & 260 Coins49.Lime Green BeltPatchworkPlace the Patchwork Dummy down.25 XP & 10 Coins50.Ninja DummyNow Fight!Get your ninja to complete a training session with the Patchwork dummy. Tap it to start - keep it in the ring!65 XP & 30 Coins50.Ninja DummyBroken PartnerNow repair the item, or wait until Sensei repairs it!120 XP & 50 Coins50.Ninja DummyApple SaplingThere's an Apple Sapling in the Ninja Kit! Let's get one and put it next to the cart.60 XP & 20 Coins51.From Tiny SeedsCollect An AppleNow collect an apple from the Apple Sapling. Mmm, so tasty!160 XP & 55 Coins51.From Tiny SeedsYummy!Oh no - I ate the apple too quickly. Tickle my belly to help me digest it!300 XP & 100 Coins51.From Tiny SeedsPunch ItComplete a training session on a punch bag of your choice.100 XP & 30 Coins52.Back To School!Jump ItNow put out a trampoline and give me one full training session.280 XP & 85 Coins52.Back To School!Ball ItLet us 'dunk' the ninja through the Dunker hoop twice.510 XP & 150 Coins52.Back To School!Homeward BoundTap the signpost to travel back to town.1300 XP & 360 Coins53.Return To TownFor The BirdsThrow the Chicken! She likes to fly!450 XP & 120 Coins54.Chicken OutLighten Up!Give her three Natural balloons so she can fly on her own!1300 XP & 330 Coins54.Chicken OutCloud BusterBuy the Cloud Buster from the Ninja Kit and let's learn the first Ninja Move!320 XP & 30 Coins55.Master Ninja?Pumped!That was E.A.S.Y! Give me a high five!910 XP & 85 Coins55.Master Ninja?Sensei-TionalLet's try on the Lime Green belt. Sensei will be so proud of my progress!1700 XP & 150 Coins55.Master Ninja?Run To The HillsQuickly, let us return to the hills.3600 XP & 310 Coins56.Vital InformationDizzyingBwak! (Prove you can understand me by giving the ninja a Dizzy potion.)250 XP & 20 Coins57.Chicken SenseiUpliftingBwaak! (Ooo, now try and give your ninja three balloons while dizzy! This is fun!700 XP & 60 Coins57.Chicken SenseiHot AirBWAK! (Oo, oo, now give the ninja a Tornado potion!)1300 XP & 110 Coins57.Chicken SenseiFast MoverBwakbwak! (Awesome! Give the ninja another balloon, yah!)2000 XP & 170 Coins57.Chicken SenseiExpress YourselfComplete a session on a punch bag.290 XP & 25 Coins58.Playing FavoritesFavorite TrampolineComplete a trampoline session. Focus on your Ninja Moves!820 XP & 65 Coins58.Playing FavoritesUp HighPlace the Small Ninja Tower.1500 XP & 120 Coins58.Playing FavoritesLanding PracticeThrow your ninja onto the Small Ninja Tower. Make sure they land on their feet.2300 XP & 190 Coins58.Playing FavoritesMarooned(Earn the next belt!)5700 XP & 440 Coins59.Maroon BeltPop GunGet the Pop Gun from the Ninja Kit. It is time to put some Vitamin C in the ninja's diet.75 XP & 35 Coins60.Lemon AidLemon AidMake sure the ninja gets hit by at least five items from the Pop Gun!210 XP & 100 Coins60.Lemon AidFruit, NinjaHelp the ninja learn the final Ninja Move on the Cantaloupe ball. Repairs are free80 XP & 30 Coins61.DedicationFocused PunchesGet the ninja to hit the Sturdy Rice Sack punch bag three times in a row. Concentrate, ninja!220 XP & 90 Coins61.DedicationPeas In A PodStand your ninja in front of the Pea Shooter and get them to deflect five balls!410 XP & 160 Coins61.DedicationHigh WirePlace the Small Ninja Tower beside the High Beam. Ensure they are near the fence at the back.130 XP & 45 Coins62.Jumping JackHigh JumpGet the ninja to jump from the High Beam to the Small Ninja Tower.380 XP & 130 Coins62.Jumping JackShoots And Scores!Get the ninja to jump from the Small Ninja Tower through the Target Practice hoop. Remember to rotate the hoop!690 XP & 250 Coins62.Jumping JackFling(Throw the ninja onto the High Beam tower.)190 XP & 65 Coins63.Becoming BuddiesCo-Op(Put me - the coolest chicken in the land - on the other side of the High Beam tower.)550 XP & 180 Coins63.Becoming BuddiesBest Friends Forever(Snap a photo of the ninja and the bestest chicken ever together!)1000 XP & 330 Coins63.Becoming BuddiesFirst, A Balloon!Give the ninja a balloon and prepare for action!430 XP & 35 Coins64.Face YourselfThe ShadowGet The Shadow punch bag. It's the dark, mysterious one...1200 XP & 100 Coins64.Face YourselfShadow BoxingComplete one full session on the Shadow punch bag. Make sure your ninja is holding on to a balloon.2200 XP & 190 Coins64.Face YourselfFly Ninja!(Give the ninja three Fiery Balloons!)620 XP & 50 Coins65.Gauntlet TrainingWing Man(Cool! Now give me - the most awesome of chickens - three Sky Balloons. We're flying!)1800 XP & 140 Coins65.Gauntlet TrainingHigh Flying(Awesome! Take a photo of the ninja and me - the amazing chicken - flying!)3200 XP & 250 Coins65.Gauntlet TrainingHot Hoop(Place the Ring of Fire hoop - we'll need this in a minute.)720 XP & 55 Coins66.Feathered FriendPositioning(Place the Cloud Buster trampoline in front of the Ring of Fire hoop. Make sure they're close together!)2000 XP & 160 Coins66.Feathered FriendBounce Dunk(Get your ninja to bounce on the Cloud Buster. At the top of their jump, fling them through the Ring of Fire hoop!)3700 XP & 290 Coins66.Feathered FriendGreen MachineEarn the next belt!7500 XP & 550 Coins67.The Green BeltSleep WalkingI need to cool down or I'll cramp up. Walk me around the training grounds, please.40 XP & 10 Coins68.Goodnight NinjaNight, Night ChickenIt's been a fun day - let's say goodnight to the Chicken. Pick her up and bring her to me.110 XP & 30 Coins68.Goodnight NinjaPajamasChoose a nice suit to use as pajamas - I'm ready to drop!200 XP & 55 Coins68.Goodnight NinjaSleepy TimeI'd like to sleep now. Just point me to the sleeping mat.300 XP & 85 Coins68.Goodnight NinjaWake Up, Ninja!Poke your ninja quickly three times to make sure they're awake.410 XP & 95 Coins69.Cloudy StartReboundShow me the ninja's skill on the Cloud Buster.1200 XP & 270 Coins69.Cloudy StartRoll 'Em OutPut out at least three Wooden Barrels.300 XP & 60 Coins70.DeliveryObstaclesMake an obstacle course from the Wooden Barrels and lead me through it.840 XP & 170 Coins70.DeliveryRaging BullRather than go around the barrels, let's go through them! Let's try the Rage potion!1500 XP & 310 Coins70.DeliveryMoustacheFind the kick dummy with the moustache and put it out for the ninja.430 XP & 80 Coins71.Feet Of FuryNinja FuryUnleash the ninja's fury - finish the training session on the Red Fury dummy!1200 XP & 230 Coins71.Feet Of FuryCalm NinjaYour ninja is calm. Let us rub their head - well done, ninja!2200 XP & 420 Coins71.Feet Of FuryTough Ninja(Throw your ninja around for a bit. They're quite tough!)540 XP & 50 Coins72.Bouncing BackBoing!(Put out a trampoline. Your choice, we just need one.)1500 XP & 150 Coins72.Bouncing BackFull Bounce(Bounce your ninja off the trampoline sideways! Try to make them land on their feet!)2800 XP & 270 Coins72.Bouncing BackBamboozled(Buy the Bamboo Shoot from the Ninja Kit. It's small but it grows quickly.)690 XP & 65 Coins73.Bamboo For YouHungry Pandas(Collect some bamboo for the pandas. They're really hungry!)1900 XP & 180 Coins73.Bamboo For YouProgress Check(Check out the Path of the Ninja by tapping the poster on the house. See how far the ninja's come!)3600 XP & 330 Coins73.Bamboo For YouWhite WashEarn the next belt!7600 XP & 660 Coins74.White BeltBlue Sky Thinking(The sky is too grey here. Let's go to the town.)35 XP & 10 Coins75.Into The BlueLooking Blue(Get the ninja to put on a turquoise suit color, headband and belt.)95 XP & 30 Coins75.Into The BlueBlending In(Tie five Sky Balloons to your ninja. Where did they go?)180 XP & 40 Coins75.Into The BlueSky Fall(Let's bring them back down, yah? Pop those balloons.)270 XP & 90 Coins75.Into The BlueTowering(Clean up all items and then make a tower of Green Giant crates - at least two crates high!85 XP & 20 Coins76.Flying HighStuntman(Place the ninja on top of the crates - this is some really tricky balancing, yah!)240 XP & 65 Coins76.Flying HighInflation(Hand the ninja two Natural Balloons.)440 XP & 120 Coins76.Flying HighThat's A Wrap!(Awesome! Now take a photo of your ninja as they fall in slow-motion. Whoosh!)680 XP & 180 Coins76.Flying HighHey, Ninja!(A quick tickle should snap the ninja out of it!)270 XP & 65 Coins77.Steady NinjaCrate Ideas(Not enough? How about we try and drop a crate on their head? That usually works!)760 XP & 180 Coins77.Steady NinjaCrease Cross(Your ninja's headband is a little creased now. Let's try swapping it out with a new one.)1400 XP & 330 Coins77.Steady NinjaNew HeightsPlace a Reinforced Crate at one end of a High Beam.390 XP & 85 Coins78.Fight At HeightAltitude AmbushGood. Now place the ninja at the opposite end of the High Beam to the Reinforced Crate.1100 XP & 240 Coins78.Fight At HeightWalk The Plank!See if the ninja can make it across the beam to attack the crate. Use a Rage potion!2000 XP & 440 Coins78.Fight At HeightDe-Fense!Place the Dunker hoop out and get the ninja to stand in front of it.530 XP & 100 Coins79.Reverse BasketballSlam DunkPick out the Slam Dunk throwing ball from the Ninja Kit.1500 XP & 300 Coins79.Reverse BasketballPlaying DefenseTo be added2700 XP & 540 Coins79.Reverse BasketballLittlest Pet Shop(Find the Squirrel in the Ninja Kit.)650 XP & 60 Coins80.A New FriendSquirrelly(Let's say hi. Poke the squirrel a bit.)1800 XP & 170 Coins80.A New FriendTo The Hills(The Squirrel keeps pointing at the hills. Let's go there, yah?)3400 XP & 320 Coins80.A New FriendGo GreenPlace the ninja on top of a Green Giant crate.800 XP & 70 Coins81.Breathe DeeplySun TanLift their arms into the air and reach for the calming warmth of the sun.2300 XP & 200 Coins81.Breathe DeeplyPhoto OpTake a photo of your ninja with their arms in the air. See how relaxed they looks!4100 XP & 370 Coins81.Breathe DeeplyBouncing BackLet's start with a full session on the Cloud Buster trampoline.950 XP & 80 Coins82.Back To Work!No DummyNow let's knock the moustache off the Red Fury dummy! Well, try to at least.2700 XP & 230 Coins82.Back To Work!Seeing RedGreat! Let's do a full session on the Shadow punch bag.4900 XP & 430 Coins82.Back To Work!Purple DazeEarn the next belt!10000 XP & 830 Coins83.The Purple BeltPreciousPick up the Blue Diamond trampoline for me from the Ninja Kit.100 XP & 35 Coins84.Diamond In The RoughDo Or DiamondLet's complete a session on the Blue Diamond trampoline.280 XP & 110 Coins84.Diamond In The RoughDiamonds Are ForeverNow repair the item, or wait until Sensei repairs it!510 XP & 190 Coins84.Diamond In The RoughCrimson Danger!Put the Crimson Danger ball gun out for the ninja. Careful, it's dangerous!240 XP & 75 Coins85.Duck, Dive, Dodge!Switched OnTap the Crimson Danger ball gun to make it fire manually610 XP & 210 Coins85.Duck, Dive, Dodge!Air ShowHold your ninja in the air and let them get hit by two balls from the Crimson Danger.1300 XP & 390 Coins85.Duck, Dive, Dodge!Balance Beam(Put out the High Beam and make the Ninja stand on top of it.)410 XP & 110 Coins86.Stunt JumpsDiamond Bounce(Place the Blue Diamond trampoline beside the High Beam.)1200 XP & 320 Coins86.Stunt JumpsLeap Of Faith(Get the ninja to jump from the High Beam onto the Blue Diamond trampoline and start

Coins180.Final CountdownThe Ninja AwakensEarning this next belt will bring us one step closer to finding Kira. Train the ninja any way you can to get it!130000 XP & 7300 Coins181.The MasterSuit Up (Final task in Clumsy Ninja)Keep training and playing with the ninja to reach Level 51!88000 XP & 5300 Coins182.The Master SuitList of task chapters[]Meet Your Ninja He's clumsy ninja needs for help!Ninja Fun Fantastic work! Ninjas need to be ready for anything.First Training Session The ninja will improve as you train him. Let us begin... with the mighty trampoline!Star MasterExploreRemember MeSucker PunchNinja's First BeltFashion StatementPhoto FriendsSpin To Win!Basic TrainingReal TrainingShowing ProgressMeet LilySuper-Ninja!Jumping JackSteady AimTurquoise BeltThe Art of DeflectionPotent PotionsSweet DreamsMemoriesMotivationAir SenseiStretchedPink BeltMore Melons?High LifeChickenFit TestLight PunchesBouncerBrown BeltChocolate DunkStay FrostyIce ColdNinja StarA New Enemy!This Is "Safer"? Orange BeltFaithfulMore Training?Wishful ThinkingRelaxationGraduationThe HillsCarry OnLime Green BeltNinja DummyFrom Tiny SeedsBack To School!Return To TownChicken OutMaster Ninja?Vital InformationChicken SenseiPlaying FavoritesMaroon BeltLemon AidDedicationJumping JackBecoming BuddiesFace YourselfGauntlet TrainingFeathered FriendThe Green BeltGoodnight NinjaCloudy StartDeliveryFeet Of FuryBouncing BackBamboo For YouWhite BeltInto The BlueFlying HighSteady NinjaFight At HeightReverse BasketballA New FriendBreathe DeeplyBack To Work!The Purple BeltDiamond In The RoughDuck, Dive, Dodge!Stunt JumpsLiving StatueGroup Photo!Punch HighFight Or FlightThe Leather BeltFearsome Foes!Floppy NinjaJuggling BallsSudden StrikePath PotentialSeeing DoubleDeep Purple BeltStand TallSwitch UpBruised KnucklesCrate LandingRuby RulesNinja JumpDiamond In The Rough - Part 2The Sharp Red BeltBottoms Up!Rodent RulesSecret SquirrelHard WorkGoal!ObstaclesHullaballoonFootlooseDusty Pink BeltBalloon BusinessDanger RoadA Good TurnEssential SuppliesScary CrowsDesert SandsThe Big ChillPotion Commotion (What's more awesome than one potion? One million potions!...Two at the same time is also good!)Sandy Brown BeltUnleash The DragonHeavy WorkTo The Temple!The TempleMidnight Blue BeltBanishment The courtyard is deserted but Hori-Bull and Kira must be close by!Fighting ChanceOld-Fashioned FighterMaster Of AllScroll MasterTaking FlightForest Green BeltTravelling NinjaBasket BoingSquirrel SenseiShining Pink BeltIs It A Bird?Top ClassBushy BeardCrimson BeltDrink Up!History LessonAlternate HistoryDenim BeltDecoy NinjaPotion MixingHidden NinjasShining Orange BeltSize It UpSolo EffortStrongmanMetallic BlueTarget PracticeStar PerformanceMore MasteryEmerald BeltThe DojoGoing For GoldSolid As A RockTrue NinjaDragon PunchFrozen FunBack To BasicsBronze BeltStrong ArmChicken StyleThe KeySilver BeltAncient MastersTowering StrengthHidden ThreatsGold BeltSpace RaceDragon MasterPlaying ChickenFinal CountdownThe MasterThe Master Suit - The final task chapter Community content is available under CC-BY-SA unless otherwise noted. ,the free encyclopedia that anyone can edit.109,638 active editors 7,014,931 articles in EnglishHMSNeptune was a dreadnought battleship built for the Royal Navy in the first decade of the 20th century, the sole ship of her class. Laid down at HMDockyard, Portsmouth, in January1909, she was the first British battleship to be built with superfiring guns. Shortly after her completion in 1911, she carried out trials of an experimental fire-control director and then became the flagship of the Home Fleet. Neptune became a private ship in early 1914 and was assigned to the 1st Battle Squadron. The ship became part of the Grand Fleet when it was formed shortly after the beginning of the First World War in August1914. Aside from participating in the Battle of Jutland in May1916, and the inconclusive action of 19August several months later, her service during the war generally consisted of routine patrols and training in the North Sea. Neptune was deemed obsolete after the war and was reduced to reserve before being sold for scrap in 1922 and subsequently broken up. (Fullarticle...)Recently featured: Nominative determinismDonkey Kong LandHistory of education in Wales (17011870)ArchiveBy emailMore featured articlesAboutWreckage of Thai Airways International Flight114... that Thai prime minister Thaksin Shinawatra was minutes away from boarding an aircraft that exploded (wreckage pictured)?... that L.Whitney Watkins was given the Bull Moose Party's nomination in a 1912 election despite his own opposition?... that a 1915 film about Florence Nightingale was criticised for not mentioning her pet parrot?... that the statue Receiver was repainted in 2013 to match the likeness of NFL player Donald Driver after his retirement?... that actress Jennifer Metcalfe used the experience of her father's cancer in Episode6465 of the British soap opera Hollyoaks?... that economist Roger A. Freeman questioned the value of college and favored limiting access to it to a select few?... that the children's novel Queenie portrays the early years of the NHS in England?... that painter Nicolino Calyo left Naples after participating in a failed uprising against King FerdinandIV, then fled Spain following the outbreak of the First Carlist War?... that Class War was held responsible for the poll tax riots?ArchiveStart a new articleNominate an articleTrifid and Lagoon nebulaeThe Vera C. Rubin Observatory in Chile releases the first light images (example shown) from its new 8.4-metre (28ft) telescope.In basketball, the Oklahoma City Thunder defeat the Indiana Pacers to win the NBA Finals.An attack on a Greek Orthodox church in Damascus, Syria, kills at least 25 people.The United States conducts military strikes on three nuclear facilities in Iran.In rugby union, the Crusaders defeat the Chiefs to win the Super Rugby Pacific final.Ongoing: Gaza warIranIsrael warRussian invasion of UkrainetimelineSudanese civil wartimelineRecent deaths: Arnaldo PomodoroMikayla RainesJohn R. CasaniRichard Gerald JordanFranco TestaRaymond LaflammeNominate an articleJune 28: Vidovdan in SerbiaNed Kelly1880 Police captured Australian bank robber and cultural icon Ned Kelly (pictured) after a gun battle in Glenrowan, Victoria.1895 The U.S. Court of Private Land Claims ruled that James Reavis's claim to 18,600sqmi (48,000km2) of land in present-day Arizona and New Mexico was "wholly fictitious and fraudulent".1904 In the worst maritime disaster involving a Danish merchant ship, SSNorge ran aground on Hasselwood Rock and sank in the North Atlantic, resulting in more than 635 deaths.1950 Korean War: South Korean forces began the Bodo League massacre, summarily executing tens of thousands of suspected North Korean sympathizers.1969 In response to a police rail at the Stonewall Inn in New York City, groups of gay and transgender people began demonstrations, a watershed event for the worldwide gay rights movement.Charles Cruft (b.1852)Olga Sapphire (b.1907)Meralda Warren (b.1959)Aparna Rao (d.2005)More anniversaries: June 27June 28June 29ArchiveBy emailList of days of the yearAboutMyosotis scorpioides, the water forget-me-not, is a herbaceous perennial flowering plant in the borage family, Boraginaceae. It is native to Europe and Asia, but is widely distributed elsewhere, including much of North America, as an introduced species and sometimes a noxious weed. It is an erect to ascending plant of up to 70cm, bearing small (812 mm) flowers that become blue when fully open and have yellow centers. It is usually found in damp or wet habitats, such as bogs, ponds, streams, ditches, fen, and rivers. This focus-stacked photograph shows a water forget-me-not growing in Niitvlja bog, Estonia.Photograph credit: Ivar LeidusRecently featured: Whitehead's trogonAtacamiteTurban Head eagleArchiveMore featured picturesCommunity portal The central hub for editors, with resources, links, tasks, and announcements.Village pump Forum for discussions about Wikipedia itself, including policies and technical issues.Site news Sources of news about Wikipedia and the broader Wikimedia movement.Teahouse Ask basic questions about using or editing Wikipedia.Help desk Ask questions about using or editing Wikipedia.Reference desk Ask research questions about encyclopedic topics.Content portals A unique way to navigate the encyclopedia.Wikipedia is written by volunteer editors and hosted by the Wikimedia Foundation, a non-profit organization that also hosts a range of other volunteer projects: CommonsFree media repository MediaWikiWiki software development Meta-WikiWikimedia project coordination WikibooksFree textbooks and manuals WikidataFree knowledge base WikinewsFree-content news WikiquoteCollection of quotations WikisourceFree-content library WikispeciesDirectory of species WikiversityFree learning tools WikivoyageFree travel guide WiktionaryDictionary and thesaurusThis Wikipedia is written in English. Many other Wikipedias are available; some of the largest are listed below. 1,000,000+ articles DeutschEspaolFranaisItalianoNederlandsPolskiPortugusSvenskaTing Vit 250,000+ articles Bahasa IndonesiaBahasa MelayuBn-lm-gCataletinaDanskEestiEsperantoEuskaraMagyarNorsk bokmlRomnSimple EnglishSloveninaSrpskiSrpskohrvatskiSuomiTrkeOzbekcha 50,000+ articles AsturianuAzrbaycancaBosanskiFryskGaeilgeGalegoHrvatskiKurdLatvieuLietuviNorsk nynorskShqipSlovenina Retrieved from " 2Battleship formation of the Royal NavyFor the German counterpart during World War I, see I Battle Squadron.1st Battle SquadronThe 1st Battle Squadron at sea, April 1915Active19121945CountryUnited KingdomBranchRoyal NavyTypeSquadronSize8 x BattleshipsPartofGrand FleetMilitary unitThe 1st Battle Squadron was a naval squadron of the British Royal Navy consisting of battleships. The 1st Battle Squadron was initially part of the Royal Navy's Grand Fleet. After World War I the Grand Fleet was reverted to its original name, the Atlantic Fleet. The squadron changed composition often as ships were damaged, retired or transferred.As an element in the Grand Fleet, the Squadron participated in the Battle of Jutland.[1]On 5 August 1914, the squadron was constituted as follows:[2]HMS MarlboroughHMS CollingwoodHMS ColossusHMS HerculesHMS NeptuneHMS St. VincentHMS SuperbHMS VanguardRevenge and Hercules en route to Jutland with the sixth division.During the Battle of Jutland, the composition of the 1st Battle Squadron was as follows:[1]Sixth DivisionHMS Marlborough Flagship of Vice-Admiral Sir Cecil Burney; Captain G. P. Ross;HMS Revenge Captain E. B. Kiddle;HMS Hercules Captain L. Clinton-Baker;HMS Agincourt Captain H. M. Doughty;Fifth DivisionHMS Colossus Flagship of Rear Admiral E. F. A. Gaunt; Captain A. D. P. R. Pound;HMS Collingwood Captain J. C. Ley;HMS St. Vincent Captain W. W. Fisher;HMS Neptune Captain V. H. G. Bernard;HMS RevengeFollowing the Battle of Jutland, the 1st Battle Squadron was reorganized, with Colossus, Hercules, St. Vincent, Collingwood and Neptune all transferred to the 4th Battle Squadron. In January 1917, the squadron was constituted as follows:[3]HMS MarlboroughHMS AgincourtHMS Benbow joined July, 1916HMS CanadaHMS Emperor of India joined July, 1916HMS RevengeHMS Royal Oak joined May, 1916HMS Royal Sovereign joined June, 1916By 1918, Agincourt had been transferred to the 2nd Battle Squadron, and Resolution, Ramillies and Iron Duke had joined the squadron on completion.[4]For many years the squadron served in the Mediterranean as the main British battle force there. On 3 September 1939 the 1st Battle Squadron, serving in the Mediterranean Fleet, consisted of Barham, Warspite and Malaya, with headquarters at Alexandria, Egypt, under the command of Vice-Admiral Geoffrey Layton.[5]In December 1943 the Squadron was under the command of Vice Admiral Arthur Power. In January 1944 the Eastern Fleet was reinforced by HMSQueen Elizabeth, HMSRenown, HMSValiant, HMSIllustrious, HMSUnicorn and seven destroyers. The Admiralty sent this force out to India under the title of the First Battle Squadron.[6]From November 1944, the squadron served in the British Pacific Fleet under the command of Vice-Admiral Henry Rawlings, who also served as Second-in-Command of the Fleet. It consisted of HMSKing George V, HMSHowe, HMSDuke of York and HMSAnson at various times.Commanders were as follows:[7]Vice-Admiral Sir Stanley Colville (191214)Vice-Admiral Sir Lewis Bayly (JuneDecember 1914)Admiral Sir Cecil Burney (191416)Vice-Admiral Sir Charles Madden (191619)Vice-Admiral Sir Sydney Fremantle (191921)Vice-Admiral Sir William Nicholson (192122)Vice-Admiral Sir Edwyn Alexander-Sinclair (192224)Rear-Admiral William Fisher (192425)Rear-Admiral Cecil Staveley (192526)Vice-Admiral Sir Michael Hodges (192627)Vice-Admiral Sir John Kelly (192729)Vice-Admiral Howard Kelly (192930)Vice-Admiral Sir William Fisher (193032)Vice-Admiral Sir Roger Backhouse (193234)Vice-Admiral Sir Charles Forbes (193436)Vice-Admiral Hugh Binney (193638)Rear-Admiral Ralph Leatham (193839)Vice-Admiral Geoffrey Layton (JanuaryNovember 1939)Rear-Admiral Henry Pridham-Wippell (JulyOctober 1940)Vice-Admiral John Tovey (OctoberDecember 1940)Rear-Admiral Bernard Rawlings (194041)Vice-Admiral Sir Henry Pridham-Wippell (194142)Vice-Admiral Sir Arthur Power (194344)Vice-Admiral Sir Bernard Rawlings (194445)Post holders included:[8]Rear-Admiral Charles E. Madden, 5 January 1912 10 November 1912Rear-Admiral The Hon. Somerset A. Gough-Calthorpe, 10 December 1912 10 December 1913Rear-Admiral Hugh Evan-Thomas, 10 December 1913 25 August 1915Rear-Admiral Ernest Gaunt, 25 August 1915 12 June 1916Rear-Admiral Alexander L. Duff, 12 June 1916 30 November 1916Rear-Admiral Sir William C. M. Nicholson, 1 December 1916 20 March 1919Rear-Admiral The Hon. Victor A. Stanley, 1 April 1919 1 April 1920Rear-Admiral Henry M. Doughty, 24 March 1920 14 April 1921Rear-Admiral Sir Rudolf W. Bentinck, 3 May 1921 3 May 1922Rear-Admiral Arthur A. M. Duff, 3 May 1922Rear-Admiral William A. H. Kelly, 3 May 1923Rear-Admiral William H. D. Boyle, 3 May 1924 3 May 1924Rear-Admiral William W. Fisher, 14 October 1924 7 September 1925Rear-Admiral Cecil M. Staveley, 15 October 1925 1 October 1926Rear-Admiral David T. Norris, 1 October 1926Rear-Admiral Bernard St. G. Collard, 1 October 1927Rear-Admiral William M. Kerr, 20 March 1928 5 April 1929Rear-Admiral The Hon. Reginald A. R. P.-E.-E.-Drax, 12 April 1929 26 April 1930Rear-Admiral Henry D. Pridham-Wippell, 8 May 1940 24 October, 1941^ a b Macintyre, Donald. Jutland Evans Brothers Ltd. 1957; ISBN0-330-20142-5^ Dittmar, F.J & Colledge J.J., British Warships 19141919 Ian Allan, London. 1972; ISBN0-7110-0380-7^ Dittmar, F.J & Colledge J.J., British Warships 19141919 Ian Allan, London. 1972; ISBN0-7110-0380-7 pp20^ Dittmar, F.J & Colledge J.J., British Warships 19141919 Ian Allan, London. 1972; ISBN0-7110-0380-7 pp24^ Orbat.com/Niehorster, Mediterranean Fleet, 3 September 1939, accessed May 2008^ Jackson, Ashley (2006). The British Empire and the Second World War. Continuum International Publishing Group. p.301. ISBN1-85285-417-0.^ "Royal Navy Senior Appointments" (PDF). Archived from the original (PDF) on 11 July 2011. Retrieved 4 October 2014.^ Harley, Simon; Lovell, Tony. "First Battle Squadron (Royal Navy) - The Dreadnought Project". www.dreadnoughtproject.org. Harley and Lovell, 27 December 2016. Retrieved 15 February 2018.First Battle Squadron at DreadnoughtProject.orgRoyal Navy HistoryComposition of the Grand FleetRetrieved from " 3The following pages link to 1st Battle Squadron External tools(link counttransclusion countsorted list) See help page for transcluding these entriesShowing 50 items.View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)List of dreadnought battleships of the Royal Navy (links | edit)Revenge-class battleship (links | edit)HMS King Edward VII (links | edit)HMS Glorious (links | edit)HMS Revenge (06) (links | edit)HMS Resolution (09) (links | edit)HMS Royal Oak (08) (links | edit)Renown-class battlecruiser (links | edit)HMS Renown (1916) (links | edit)HMS Repulse (1916) (links | edit)HMS Emperor of India (links | edit)British Pacific Fleet (links | edit)HMS New Zealand (1911) (links | edit)Courageous-class battlecruiser (links | edit)5th Battle Squadron (links | edit)HMS Agincourt (1913) (links | edit)HMS Africa (1905) (links | edit)Mediterranean Fleet (links | edit)Hugh Evan-Thomas (links | edit)Henry Harwood (links | edit)HMS Britannia (1904) (links | edit)List of fleets and major commands of the Royal Navy (links | edit)HMS Hibernia (1905) (links | edit)Reginald Drax (links | edit)HMS Southampton (1912) (links | edit)Atlantic Fleet (United Kingdom) (links | edit)HMS Commonwealth (links | edit)Boadicea-class cruiser (links | edit)Sir Charles Madden, 1st Baronet (links | edit)HMS Hindustan (1903) (links | edit)Tondern raid (links | edit)6th Battle Squadron (links | edit)British 1st Battle Squadron (redirect page) (links | edit)Henry Pridham-Wippell (links | edit)HMS Gloucester (1909) (links | edit)HMS Dominion (links | edit)HMS Zealandia (links | edit)HMS Bellona (1909) (links | edit)Main Page (links | edit)2nd Battle Squadron (links | edit)3rd Battle Squadron (links | edit)4th Battle Squadron (links | edit)Action off Cape Passero (links | edit)701 Naval Air Squadron (links | edit)Henry Bruce (Royal Navy officer) (links | edit)9th Battle Squadron (links | edit)David Norris (Royal Navy officer) (links | edit)Ralph Leatham (links | edit)Rudolph Bentinck (links | edit)Bernard Rawlings (Royal Navy officer) (links | edit)View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from " WhatLinksHere/1st_Battle_Squadron" Clumsy Ninja is a game developed by NaturalMotion available for IOS 5.0 and above, and also for Android. Train, customize and explore with your own virtual ninja with more human-like motions than ever. It is the first game to use the EUPHORIA technology. It was released on November 21, 2013. in 2013. In the game the player trains a ninja by having them complete tasks in order to gain experience points. Within its first week of release, Clumsy Ninja was downloaded more than 10 million times. Gameplay[]Gameplay centers around training the ninja and improving their "ninja skills". The player can train the ninja by doing certain activities such as: playing hide and seek, playing on the trampoline, training with a punching bag and many other activities to earn experience (xp). As the ninja improves his skills he earns new belts. Another big part of the game is traveling the country and completing quests, doing so will unlock new items that can be used to further train the ninja, along with more storyline details.Story[]The story is told from 3rd person perspective by the ninja clue book. The main aim of the game is to save Clumsy Ninja's training partner & friend Kira from Hori-Bull, the antagonist, whose main aim is to find the Dragon Medallion. Kira finds the Dragon Medallion before Hori, but loses it as Hori-Bull weakened her, told in storyline. Clumsy Ninja, Lily, the chicken, the squirrel and the Sensei arrive to the temple environment/area to find Kira and save her from Hori-Bull(Hori-Bull slipped a jelly potion, which makes limbs useless, into Kira's stew at one point, then threw her sword in the river, locked her in a cart, and took the Dragon Medallion. He then traveled to the temple region, bringing Kira with him. Kira managed to write a warning on one of her diary pages and give it to her squirrel friend, who soon brought it to Clumsy and friends. Clumsy, with the others, also find Kira's sword. They presently unlock the dojo, only to find Kira and Hori-Bull as stone statues. Upon freeing the duo, a fight ensues. 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Gallery[] Image Needed!Attention! This page needs an image. You can help the Fandom by supplying us with one!Instructions are: Add Clumsy Ninja Icon 1.7.1-1.26.x, More images needed (e.g franchise) Page 2 1.33.5 is released at February 23th 2021. Nothing is currently known about this version, but fixed some undocumented bugs and crashes from previous versions. Clumsy Ninja is a game developed by NaturalMotion available for IOS 5.0 and above, and also for Android. Train, customize and explore with your own virtual ninja with more human-like motions than ever. It is the first game to use the EUPHORIA technology. It was released on November 21, 2013. in 2013. In the game the player trains a ninja by having them complete tasks in order to gain experience points. Within its first week of release, Clumsy Ninja was downloaded more than 10 million times. Gameplay[]Gameplay centers around training the ninja and improving their "ninja skills". 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Clumsy Ninja is free to play, but it contains items that can be purchased for real money. You can toggle these purchases on/off in the ""Restrictions"" menu on your device.Optimized for: iPhone 4S and above, iPod 5, iPad 2 and above and iPad Mini and above.Requires iOS 5.1.1 or above.Clumsy Ninja is published by NaturalMotion Games Ltd Feb 22, 2024 Version 1.31.4 Minor bug fixes and improvements. NaturalMotions Clumsy Ninja is an utterly delightful game and a remarkable triumph in animation and presentation. Transforming your klutzy ninja into a capable combatant using a variety of objectslike trampolines and balloonsis an absolute joy. The easy-to-understand challenges make this an excellent choice for new gamers, and the incredible array of items and interactions ensures that experienced gamers are charmed silly. Hey developers and people who have or are thinking to download this game! I have been playing Clumsy Ninja a lot. I used to play it on my iPad but now I have it on my iPhone 7 Plus. This game is amazing! The graphics and animations are beautiful. The chicken and squirrel are so cute! Not only can you get animals that roam around, you can get different toys and training items! You can dress your ninja to give him style and even go to different places. This game is overall brilliant! I have only a few small suggestions. The first one is there is a small bug where the ninja will jump onto the bamboo trampoline and get glitched inside. Shortly after this happens, the ninja and trampoline fly into the air. This is only a minor bug and doesnt interfere with the game much but just letting you know. The next thing is the XP gain. The XP gain is little too slow. Keep in mind I said a little. I dont want you to change it to where I do one thing and level up. Im only asking to increase it a little bit to where you still have to train with your ninja but you dont have to constantly train over and over to get to the next level to finish a mission. This game is remarkable and amazing! I hope you read this and thank you! This was my favorite game. I played it almost every day and now this morning I wake up and turn on my phone and boom! Everything gone. I REALLY WANT MY PROGRESS BACK. I worked so hard to get to the level I was at. Like I said, PLEASE RESPOND! HELP MEEEEE! I love this game and I will love it even more if I get my progress back, Please help - ClumsyNinjaPlayer Edit: Still havent gotten a response. IVE WAITED MONTHS! I have just given up on this game. Its so dumb how ABSOLUTELY nobody has gotten a response. Im really disappointed. I had this when I was little, and the whole resetting your progress hadnt happened. I am truly dissatisfied with the developers. If you respond to your reviewers then that would give you developers more good reviews. Please respond! It has been almost a year since I have posted this review. By now I think Apple should take this app down! ITS SO AGGRAVATING TO LOSE EVERYTHING THAT YOU PUT EFFORT INTO!!!!!! Im so disappointed in you developers. Nobody, not one person has ever been responded to because you guys just REALLY DONT CARE ABOUT US. Do not download this app if you dont want to lose your progress. Still waiting, -ClumsyNinjaPlayer The developer, NaturalMotion, indicated that the apps privacy practices may include handling of data as described below. For more information, see the developers privacy policy. The developer does not collect any data from this app. Privacy practices may vary, for example, based on the features you use or your age. LearnMore Developer Website App Support Privacy Policy Clumsy Ninja is a game developed by NaturalMotion available for IOS 5.0 and above, and also for Android. 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PLEASE NOTE! Clumsy Ninja is free to play, but it contains items that can be purchased for real money.To prevent unauthorised purchases, select Set or Change PIN from the Google Play settings menu, create a PIN, then enable the Use PIN for Purchases option. You will then be required to enter your PIN before every transaction.Requires Android OS 3.x and aboveClumsy Ninja is published by NaturalMotion Games Ltd starts with understanding how developers collect and share your data. Data privacy and security practices may vary based on your use, region, and age. The developer provided this information and may update it over time.No data shared with third partiesLearn more about how developers declare sharingNo data collectedLearn more about how developers declare collectionRatings and reviews are verifiedinfo_outlineRatings and reviews are verifiedinfo_outlineDoes not work on Samsung S23FE. Comes up with permissions popup and just keeps coming up after allowing. I can't even get into the game. It works fine on my daughter's S9, so it definitely hasn't been updated any time recently to work on newer devices. So unfortunate as this was an awesome game when I could play it!421 people found this review helpfulDid you find this helpful? Flag inappropriateShow review historyloved this game when I was little, played it constantly. recently got a new phone (Samsung A55) and wanted to play it again, only to be blocked by a permissions popup. it asks for permissions to be enabled when they ask, but the same pop-up just keeps coming up. I would love to play this game again and will always recommend it. I can play this on my iPad though, so it seems to just be with certain android devices.4 people found this review helpfulDid you find this helpful?I am heartbroken on how neglected this app has become. I was one of the first to play this game back in late 2013 on my old tablet, and i was so excited to see my ninja again years later, but when I open the game it asks for an update, I press yes and the game just... crashes. Other reviews have said this has happened for nearly 6 years. random crashes, sudden data wipes, some cant even get past the loading screen... as the developers have done nothing about it, im going to report the app. 113 people found this review helpfulDid you find this help