<?xml version="1.0" encoding="utf-8"?>

<manifest xmlns:android="http://schemas.android.com/apk/res/android" package="**PUT\_YOUR\_BUNDLE\_ID\_HERE**" android:versionName="1.0" android:versionCode="1" android:installLocation="preferExternal">

<supports-screens android:smallScreens="true" android:normalScreens="true" android:largeScreens="true" android:xlargeScreens="true" android:anyDensity="true" />

<application android:theme="@android:style/Theme.NoTitleBar" android:icon="@drawable/app\_icon" android:label="@string/app\_name" android:debuggable="false" android:isGame="true" android:banner="@drawable/app\_banner">

<activity android:label="@string/app\_name" android:screenOrientation="landscape" android:launchMode="singleTask"

android:configChanges="mcc|mnc|locale|touchscreen|keyboard|keyboardHidden|navigation|orientation|screenLayout|uiMode|screenSize|smallestScreenSize|fontScale"

android:name="com.google.cast.unityplugin.UnityPlayerActivity">

<intent-filter>

<action android:name="android.intent.action.MAIN" />

<category android:name="android.intent.category.LAUNCHER" />

<category android:name="android.intent.category.LEANBACK\_LAUNCHER" />

</intent-filter>

<meta-data android:name="unityplayer.UnityActivity" android:value="true" />

</activity>

</application>

<uses-sdk android:minSdkVersion="19" android:targetSdkVersion="22" />

<uses-feature android:glEsVersion="0x00020000" />

<uses-permission android:name="android.permission.INTERNET" />

<uses-permission android:name="android.permission.WRITE\_EXTERNAL\_STORAGE" />

<uses-permission android:name="android.permission.WAKE\_LOCK" />

<uses-feature android:name="android.hardware.touchscreen" android:required="false" />

<uses-feature android:name="android.hardware.touchscreen.multitouch" android:required="false" />

<uses-feature android:name="android.hardware.touchscreen.multitouch.distinct" android:required="false" />

</manifest>