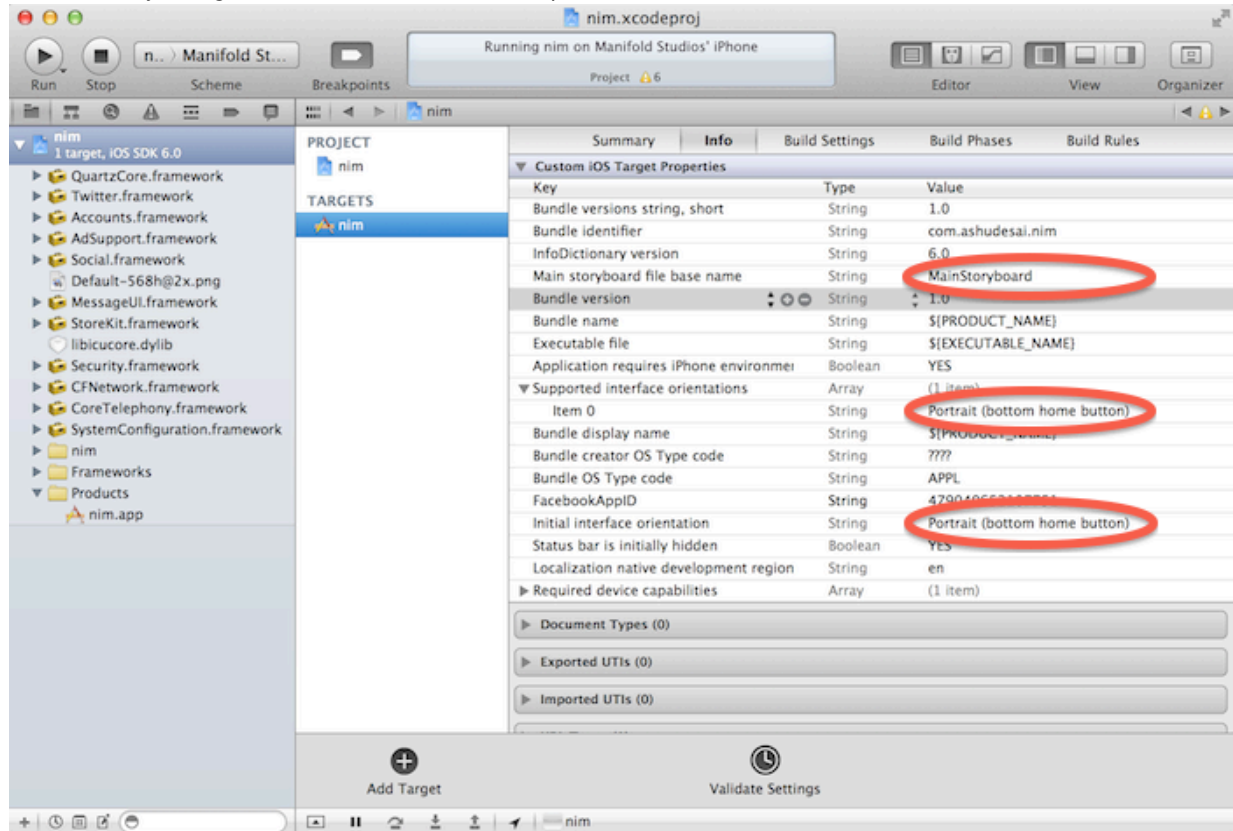


# Nim

This template is a starting point for Turn Based Multiplayer games built with the mgwuSDK.

You can easily change between Portrait and Landscape orientations.



In the project info, update the fields to match this table:

Field	Portrait	Landscape
Main storyboard file base name	MainStoryboard	MainStoryboardLandscape
Supported interface orientations -> Item 0	Portrait (bottom home button)	Landscape (left home button)
Initial interface orientation	Portrait (bottom home button)	Landscape (left home button)

If you have any questions, email [ashu@makegameswith.us](mailto:ashu@makegameswith.us)