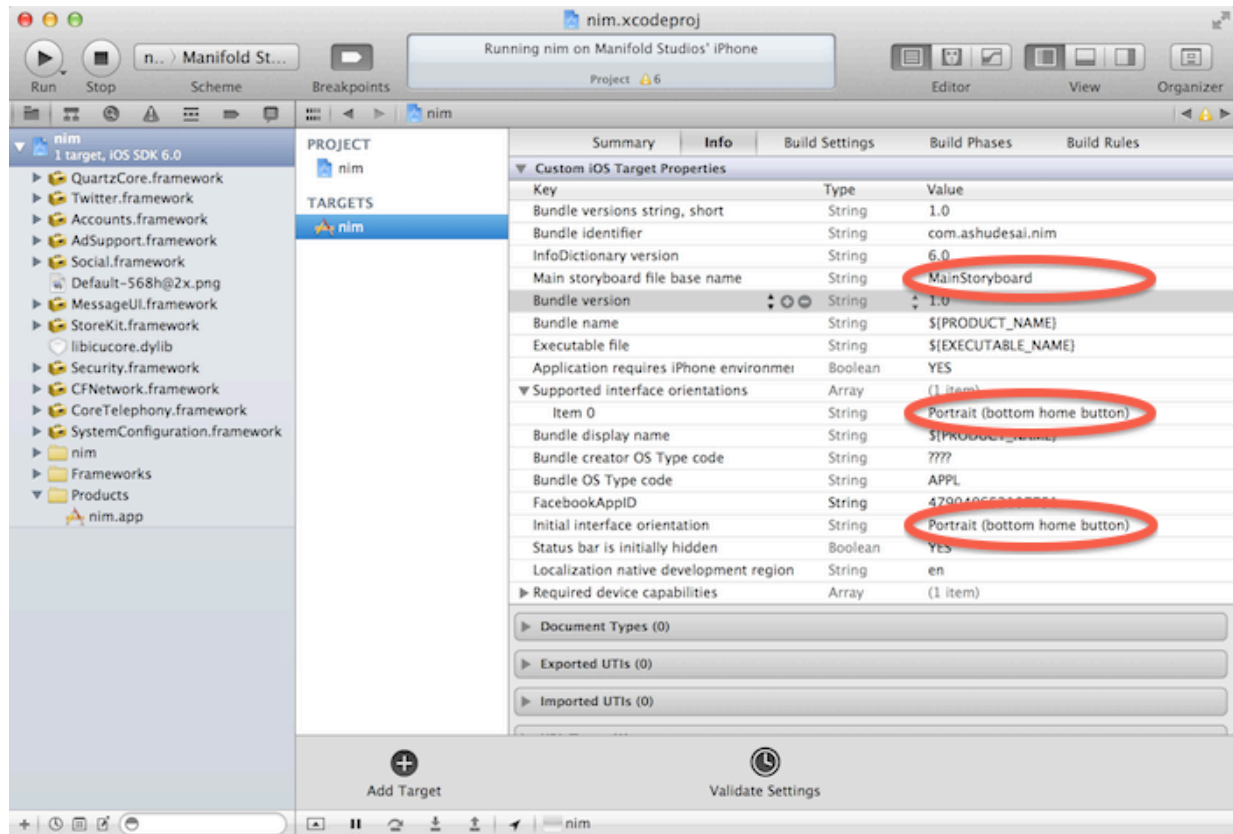


# Nim

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)