

How frequently does this issue occur? (e.g 100% of the time, 10% of the time)
Expected output What do you expect to occur?
Current output What do you see instead?
Android bug report: After reproducing the issue, navigate to developer settings, ensure 'USB debugging' is enabled, then enable 'Bug report shortcut'. To take bug report, hold the power button and select the 'Tal After reproduce the issue, navigate to Settings->System->Developer Options, ensure "USB debugging" is enabled. Then enable "Bug report shortcut". To capture bug report, hold power button and select "Take bug report".
Note: Please upload the files to google drive and share the folder to android-bugreport@google.com, then share the link here.
ha@gmail.com <ha@gmail.com><u>#3</u></ha@gmail.com>
Please find below information:
Android build NRD90M
Device used sp9861e
Steps to reproduce Play games (Subways princess runner, Moto racing etc)
Frequency 4/10
Expected output No crash
Current output Native crash of Google Play services com.google.android.gms
© deleted 0 B ③
ar@google.com <ar@google.com><u>#4</u></ar@google.com>
Please check whether this issue is reproducible in latest version of Android and Google Play Services application. If issue is still observed, please provide a bug report to investigate further.
is@google.com <is@google.com> Status: New</is@google.com>
sa@google.com <sa@google.com><u>#5</u></sa@google.com>
Status: Won't Fix (Obsolete)
Thank you for your feedback. We assure you that we are doing our best to address the issue reported, however our product team has shifted work priority that doesn't include this issue. For