

Explain a blank Offerwall

“It worked on iOS. Why is Android still blank, and what should we do next?”

Independent, AI-assisted teaching example. Lantern Games is fictional. Not affiliated with Unity; not a record of customer training delivered by Yuchi.

1. Explain why the checks are separate

Review Android separately. Virtual currency approval is platform-specific. A registered test device can receive a test advertisement even when regional inventory is unavailable, so test-device success does not establish availability for other users. Test Only settings can also restrict who sees content.

2. Use the account's actual recorded state

Synthetic snapshot: 14 October 2026, 09:00 UTC. These are recorded facts, not a live status check.

What the record says	What to explain to the publisher
iOS has a complete scoped checklist.	That result belongs to iOS. We still need Android-specific evidence.
Android currency approval and Test Only status are unknown.	We are missing confirmation. We have not established that either setting is wrong.
Android's device check is recorded as not_met.	There is a recorded failed check. A new test result is needed to reassess it.
Android placement and SDK connection checks are recorded as met.	Retain those records in the handoff; avoid asking the customer to supply everything again.
Android callback verification is unknown.	Reward delivery remains a separate open checklist item; it does not establish why this screen is blank.

3. Give the publisher a focused next step

Let's confirm the Android currency approval and Test Only settings first. Our record also shows a failed Android device check. Please share a fresh result from a non-test device, including the app/platform, region, test time and what appeared on screen. We can then compare that result with the existing placement and connection records and decide what needs technical review. We cannot confirm the cause or a launch date from the current information.

Project policy: requiring a non-test-device record and separate callback verification are this prototype's checklist choices, not asserted Unity go-live requirements. A passing retest alone does not close the issue or approve launch.

Practice: explain this in your own words, then in Chinese. Which new observation would change your next action? Keep your first answer and later revision separately.

[Official product FAQ](#) | [Synthetic source records](#) | [Full teaching guide](#) | [Inspect the Android case](#)

Documentation reviewed 14 October 2026. Links require internet access and may change; recheck the official guidance before adapting the example to a real account.