



# About Geocaching Generally

---

**Geocaching is a real-world, outdoor treasure-hunting game for which you use GPS-enabled devices.**

Your task is to find a geocache that was hidden by another player. The hiding place is accurately located and its GPS coordinates are put on a geocaching website. The coordinates are acquired from there and put into a GPS device that guides you to the geocache location. There you have to rely also on your senses to find the geocache.

## Membership

**The geocaches' locations coordinates and further information is available only to a geocaching website members.** There are many geocaching websites but the most used and best working with Locus Map is [www.geocaching.com](https://www.geocaching.com).

To use [www.geocaching.com](https://www.geocaching.com) you need an account. There are two types:

- **Basic Membership** - free
- **Premium Membership** - paid

The most important difference between them is that as a **Basic member** you can display traditional caches only (no multicaches or mystery caches etc.) and import only **3 geocaches with full attributes a day** directly to Locus Map.

Nevertheless, there is a way how to get more than 3 full geocaches a day to Locus Map with Basic member account. It is provided by a [cooperating application](#).

## How to create a geocaching.com account

- Go to [Geocaching.com registering website](#)
- **Fill in the form** and agree to the Terms of Use and Privacy Policy.
- Click **Confirm**.
- Then you should receive an email from Geocaching.com with **validation instructions**.
- Tap the **validation link** in the e-mail.
- You have successfully created a free (Basic) Geocaching.com account.





Geocaching.com provides also registration by your Facebook account.

From:

<https://docs.locusmap.eu/> - Locus Map Classic - knowledge base



Permanent link:

[https://docs.locusmap.eu/doku.php?id=manual:user\\_guide:geocaching:about](https://docs.locusmap.eu/doku.php?id=manual:user_guide:geocaching:about)

Last update: **2022/04/08 15:34**