

You are ready to create an Adventure!

[Lese auf Deutsch](#)

The following is a guide to help you navigate the Geocaching Adventure Lab® builder. You will be prompted to build the framework of the Adventure before adding individual Locations. Please refer to the [Adventure Lab® guidelines](#) before you get started and check out the [Adventure Lab Tips article](#) and [Top 5 tips video](#) for additional support.

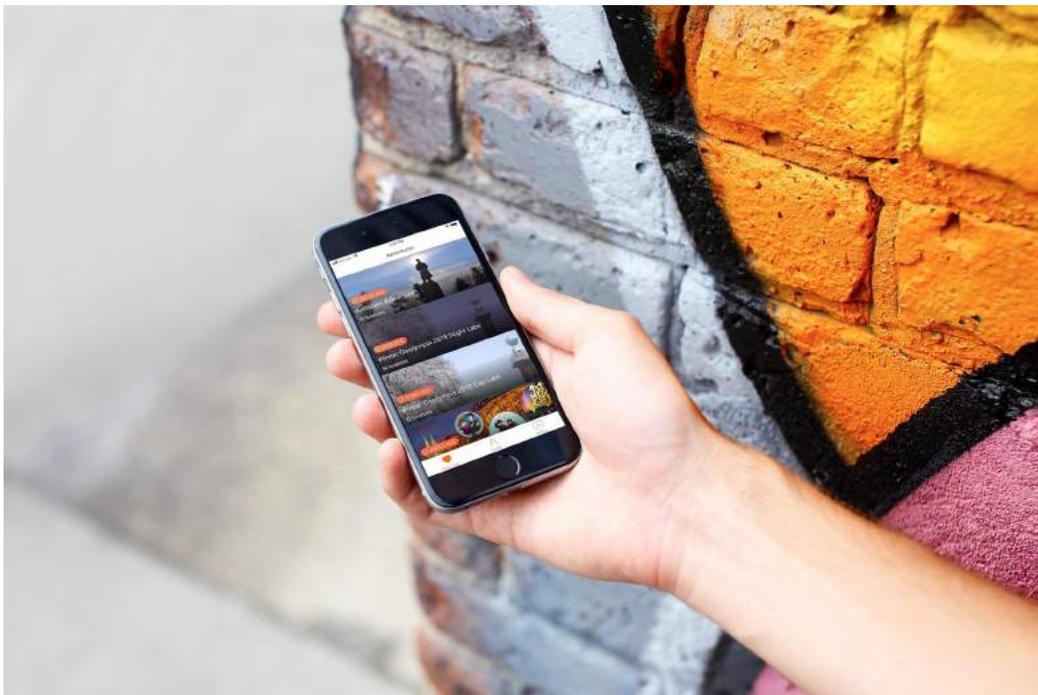
To begin, on your computer use your Geocaching username and password to login to the Adventure Lab builder: labs.geocaching.com/builder

Let's begin! In the builder, select:

[+ Create New Adventure](#)



Adventure Lab is played using the Adventure Lab app on both iOS and Android. To play, download the [Adventure Lab® app](#).





Create a new Adventure



Adventure title: Choose a name that represents the overall Adventure experience. This will be displayed in the global directory within the app.

Adventure description: Describe the overall Adventure experience and what players should expect or need to know ahead of time. *Examples include — how to find clues, accessibility, distance, storyline, etc.*

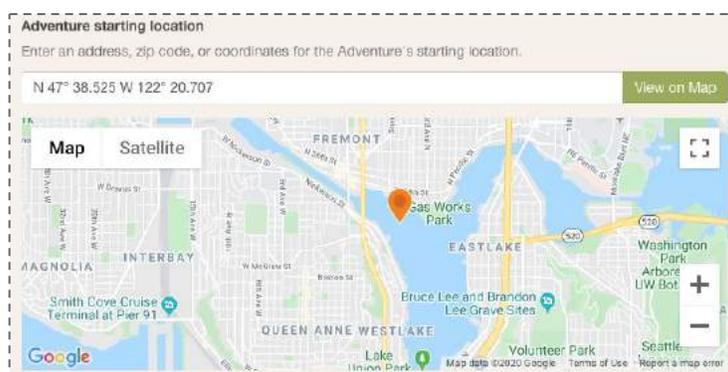
Cover image: Choose an image that represents the overall Adventure experience. This will be displayed in the global directory within the app.



Important — Be sure that you have permission for all content, including logos and images. [Adventure Lab® logos](#) are available to use, following the Logo Usage Guidelines.

Adventure starting location: Enter the address, zip code, or coordinates for the Location where players will start the Adventure. Then, select 'View on map.' Drag and drop the pin, as needed.

Note: coordinates should be written in 'DDM' format. Example: N 47° 37.205 W 122° 21.090



Select 'Create Adventure':





Set up the Adventure



Before adding Locations to the Adventure, here are some tips and features to think about as you prepare:



Tip — Set up the Adventure so that all Locations can be visited within two (2) hours, ideally walkable.

Sequential vs. non-sequential order:

- A sequential Adventure requires players to find each Location in the order that you determine. This can create a specific story for the experience.
- A non-sequential Adventure allows players to find each Location in any order that they choose. This can create a more flexible player experience.

Locations (2)

Play locations in sequential order:

 Drag locations to change the order in which they should be played in the app.



Drag and drop Locations — If you are creating a sequential Adventure, you can use the drag and drop feature to adjust the order of Locations to fit within your storyline or theme.



To save Adventure and to begin adding Locations, select:

+ Create new location

Note: the number of Locations for your Adventure Lab credit can be found in the email from Geocaching HQ



Create a new Location



Location title(s): Choose names that represent each of the individual Locations.

Location description(s): Describe the Location(s), including hints that help the player obtain the Location answer(s).

Description video YouTube ID [optional]: You have the option to include a video with the description of the Location(s) or hints on how to obtain the Location answer(s).

Use the URL from YouTube, for example: <https://youtu.be/vuFiLhhCNww>. Be sure the video is either public or unlisted on YouTube. Private videos will not play.

Cover image(s): Choose images that represent each of the individual Locations.

Location coordinates: Enter the address, zip code, or coordinates for the Location(s) where players will find the Location answer(s). Then, select 'View on map.' Drag and drop the pin, as needed.

Example coordinates: N 47° 37.205 W 122° 21.090

Apply Geofencing: This sets a virtual geographic boundary and alerts players that they are near a Location in the Adventure. Players will answer the Location question here by entering the Location answer into the app. Geofencing ranges from a minimum of 20 meters to a maximum of 100 kilometers.

Geofencing distance (meters)

Adjust geofence radius around your location. 20 m - 100,000 m.

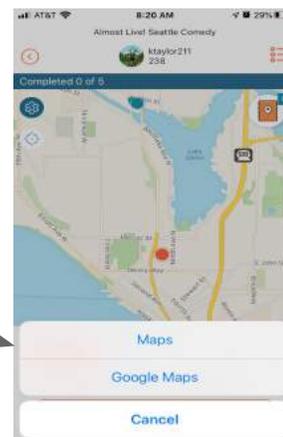
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Tip — You may choose a larger Geofencing radius to help players who visit the locations but do not have cellular data. They may log when they reach a WiFi connection. But keep in mind, [the guidelines](#) require you to make sure all locations require players to physically visit the locations.



Navigation — In player mode, the Adventure Lab app allows players to navigate using Apple or Google Maps.





Create a new Location



Choose question type: Select Multiple choice (default) or Single choice answer for each Location in the Adventure. The Adventure can include both question types.

Location question: The question(s) or riddle(s) that players need in order to solve the Location answer.

Location answer: The answer(s) is a code that is found or deciphered at the Location to prove that the player was there. The player will enter the Location answer directly into the app to verify the find. Choose Location answers that are unique and discreet to prevent players from finding the answer online.



Multiple choice question type — This question type helps players complete your Adventure.

Tips for creating Multiple choice answers

- Randomize the correct selected answer.

Location question
Enter the question a player must answer to complete the location.

Example: What is the signature dessert for this bakery?

Multiple Choice Answer
Enter 2-4 answer choices and select **one** correct answer.

| | | |
|------------|---------|----------------------------------|
| Cheesecake | 10 / 50 | <input type="radio"/> |
| Cupcake | 7 / 50 | <input type="radio"/> |
| Tiramisu | 8 / 50 | <input checked="" type="radio"/> |
| Brownies | 8 / 50 | <input type="radio"/> |

Tips for creating Single choice answers



- Specify where numbers versus words are used, or if it is a “word without punctuation”. For example: *“How many birds are in the tree? -enter the number, not the word.”*
- **Do not use punctuation** (example: apostrophes) in the Location answer. Some mobile devices use “smart punctuation” and therefore players have trouble answering the question(s) in your Adventure.



Create a new Location



IMPORTANT — Adventures can be edited at anytime to change the question type. However, when your Adventure is **Public** you cannot add or remove Locations without disrupting the player experience.

Location completion YouTube ID [optional]: Upload a video for players to watch upon entering the correct Location answer. This can be never-before-seen footage, or a special message. The link must be included, for example: <https://youtu.be/vuFiLhhCNww>.

Location completion image [optional]: Upload an 'award' image for each Location, (these may be the same or unique), for when a player completes it.

Location completion message [optional]: Add a custom message when a player completes each Location.

Select 'Create Location' to save:

Create location





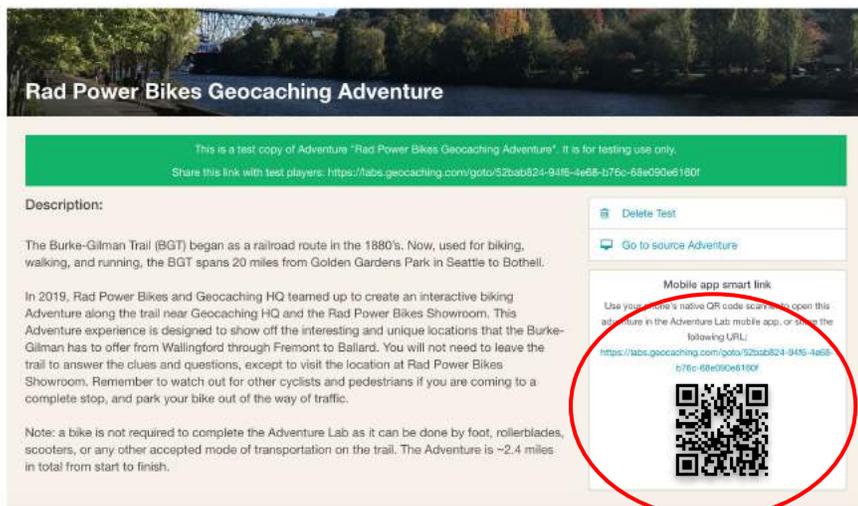
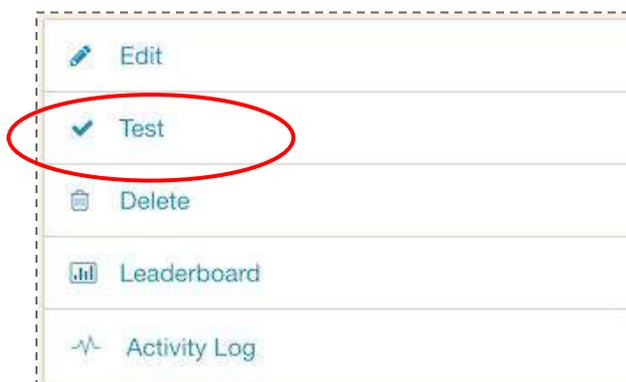
Test the Adventure



Once all Locations are added to the Adventure, test it!

Test steps:

1. From labs.geocaching.com/builder, select the Adventure you are going to test.
2. Select **'Test.'** (not 'Private'). This will generate a new page with a green banner, which indicates a test screen. *Note: Geofencing is turned OFF while in test mode.*
3. From your mobile phone, scan the QR code to open the Adventure within the Adventure Lab app. *Note: each test version produces a new, unique QR code and link.*
4. You can edit and test your Adventure as many times as needed. **Be sure to delete each previous version of the test on web and in the app** (see below). If old test versions are not deleted, answers will appear "incorrect" when you try to answer them. **Be careful to not delete your Adventure, only the test versions.** To test again after edits are made, create a new "test snapshot" and scan the new QR code. The old test version QR codes will no longer work correctly.
5. For others to test, share the unique URL or QR code to the Adventure with them.



Steps to delete test in app:

- Open the app on your mobile phone
- Select the Directory tab (three lines in upper right corner of the screen)
- Select **'Test'** Adventure
- Swipe it left

Steps to delete test on web:

- On computer, open the web builder
- Revisit the test screen
- Select **'Delete Test'**



Set up the Adventure



Almost done! Make your Adventure 'Public'

From the builder at labs.geocaching.com/builder select the Adventure. In the drop-down menu, select 'Off,' 'Private,' or 'Public.' There is no review process for Adventure Lab.

- **Off:** Adventure is not live, will not appear in the global directory, and is not playable within the app.
- **Private:** Adventure is live, will not appear in the global directory, but is playable within the app by opening the unique URL or QR code with a mobile phone. We recommend that you DO NOT test your Adventure in this mode, but use the 'Test' mode.
- **Public:** Adventure is live, will appear in the global directory, and is playable within the mobile app by anyone.

Note: Live Adventures must be set to 'Public' unless Geocaching HQ has given written permission otherwise.



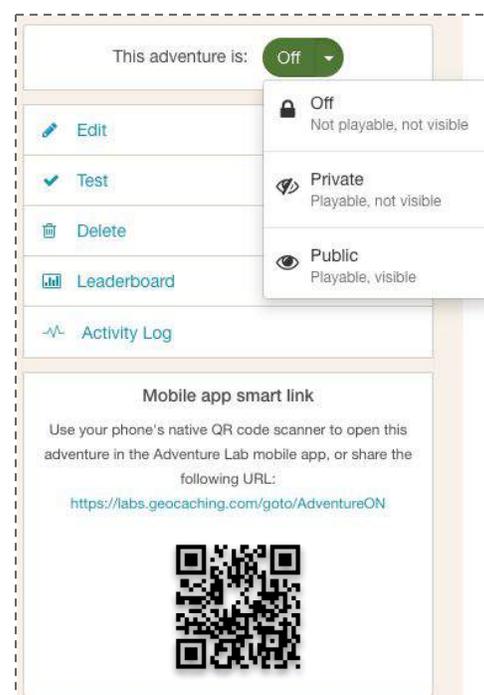
Important — Locations must be ready to find before turning on the Adventure. Once the Adventure is logged (found) by a player, **you cannot delete or add Locations without disrupting the experience and point system for players!** Edits to the Adventure description or Locations can be made in the builder anytime.



Activity log — Displays all logs of those who have completed the Adventure. These are publicly viewable within the app.

Ratings — Once a player completes the Adventure, they may leave a 1-5 star rating about their experience. These are publicly viewable within the app.

Share — from any Adventure description page, select the share symbol in the upper right hand corner to share with friends. Several sharing options available.





- 1. Do players need a Geocaching.com account to play on the [Adventure Lab® app](#)?**
 - Yes. It is free to create a [Geocaching.com](#) account.
- 2. How do I share my Adventure with others?**
 - Share the unique URL or QR code to the Adventure with others to direct them to the Adventure. If your Adventure is set to 'Public' it will appear in the map for players.
- 3. The QR code did not direct me to the Adventure, what should I do?**
 - First, make sure you have downloaded the latest version of the [Adventure Lab® app](#).
 - iOS:
 - Scan the QR code from your iPhone camera instead of using a QR code reader.
 - Type the URL into the Safari web browser on your iPhone and it will prompt the Adventure to open in app (*note: if Safari is not the default web browser on your iPhone you will need to set it as the default from your iPhone settings*).
 - Android:
 - Type the URL into the Google search bar to prompt the Adventure to open in app.
- 4. Can an Adventure be downloaded for offline play?**
 - At this time, Adventures cannot be downloaded for offline play.
- 5. Can I use HTML or other formatting to create my Adventure in the web builder?**
 - Not at this time. The Adventure Lab web builder does not support special formatting.
- 6. Are Adventure Lab Locations reviewed?**
 - No, there is no review process for Adventures. If a geocacher wants to add a [bonus cache](#) to their Adventure experience, that cache will need to be submitted for review. You may place one optional Mystery Cache as a bonus cache for completing your Adventure.
- 7. Can I use the official Adventure Lab® logos to promote my Adventure?**
 - Yes, you may use these official [Adventure Lab logos](#). Follow the [Logo Usage Guidelines](#) when using any official Adventure Lab or Geocaching logos.
- 8. For more details on creating an Adventure, see the Geocaching.com [Help Center articles](#).**

Have fun and contact us through the [Help Center](#) if you have any questions.