

Josh12694's Item Flipping Guide

Welcome to my guide to item flipping, this guide will cover the basic concepts of item flipping as a way of making money in Runescape. So without further ado let's get to it, and get you earning money like never before.

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1.1 - What Is Item Flipping?

Well where should I start? Item Flipping is perhaps the easiest form of merchanting, it simply consists of short term merchanting, you buy an Item for a certain price (I discuss later how to choose a buying price) and selling that item for a higher price, thus generating a profit. Unlike other methods of merchanting such as investing, this is based solely in 'now', sometime flips can be completed in as little as a minute, some an hour, some a couple of hours but much more than a couple of hours is often more hassle or time than it may be worth unless the profit you are making is significantly larger than smaller flips that you could make in the equivalent time.

Advantages of Item Flipping:

It can be a very effective way of making money if you perfect your technique.

It takes very little time, you can theoretically make millions in minutes should you get a great flip (this has happened to me, not very often granted, but once or twice).

Any level can do it! I repeat any level, this means that whether you're level 3 or 103 you can use this to gain a bank worth millions.

Disadvantages of Item Flipping:

You need money to make money, this means that unless you have the cash requirement discussed later, your take in will be significantly less.

You are in effect risking your money, compared to other

money making methods, the methods I regard as 'boring' such a flax picking that is insanely repetitive and provides a miniscule cash take in compared to what is on the cards with item flipping.

1.2 - Requirements (Cash, Time etc.)

Cash:

As mentioned above, if you start with very little you will gain very little. But it works both ways, if you start with around 15-20M+ then your laughing. Obviously it does get better with the more money you have, as you'll notice when you reach around the 100M mark that cash rolls in much easier than it first did. As I was saying, 15-20M allows you to do multiple flips, or flips of a larger scale. This can be shown with a simple equation, assume 'X' is the item you are merchanting, and 'Y' is your profit:

$X(\text{bought at } 100\text{gp}) \rightarrow X(\text{sold at } 150\text{gp}) = Y=50\text{gp}.$
 $10X(\text{bought at } 100\text{gp each}) \rightarrow 10X(\text{sold at } 150\text{gp each}) = Y=500\text{gp}.$

Apply this principle on a larger scale and you'll reap the benefits on a large scale.

Time:

This money making method doesn't require much time, but what it does require is for you to use your time smartly. The only time consuming part of Item Flipping is finding an item to flip that will give you a nice amount of profit.

1.3 - An Introduction to Item Flipping, First Tries.

My first flip, that really got me interested in this method of moneymaking was a bulk flip. For those of you who don't know what a bulk flip is, it's where you buy a lot of an item such as a resource like wood, runes, raw fish, cooked fish. You get the picture. Personally I found raw fish to be a great set of items to start with so first off we need to decide on an item, lets take Raw Lobster.

Finding a Buying Price and Selling Price.

If we say that one Raw Lobster costs 'X' gp, put in an offer to buy one Raw Lobster for roughly 15-20% above the recommended price. Take note of the price that it automatically bought for, then sell the item for 15-20% below the recommended price. Take note of this price also. Now we have found our Buy/Sell Range

Profit.

This is the difference between our buying and selling price (in other words, the amount of gp profit per item that you will gain per item bought). Assume that there is a 6gp gap in between our buying

and selling prices, this may not seem a lot but when you buy in bulk it really adds up. If you buy 20,000 Raw Lobsters, you will make 120k profit, this is easily do-able in half an hour.

Your First Flip.

Pick an Item, preferably a bulk item such as logs, runes or food. Now apply the process mentioned above about deciding a buying and selling price. Below I will show an appropriate flip, for you to base yours off. On the day I'm writing this raw lobsters have a small gp gap between our buying and selling prices. This is unfortunate because it means less profit, I do however make 40k in a small amount of time. This figure can waver but usually stays around 40-400k per flip of lobsters. These can

be done multiple times in one hour.

Here you can see I bought 20k Raw Lobster for 2.96m, these bought in 3-4 minutes (so you can see very quickly).



These sold even quicker than they bought. So in around 5-7 minutes, you have made 40k (minimum). If way say an estimate of one flip is 7 minutes, this works out at approximately 342k per hour. If you run three flips of a similar nature that's already over 1m per hour.

Here is another flip that you could run alongside your lobster flip. This time I'm flipping Iron Ore, with a 3gp gain per ore bought/sold. As the buy limit is 25k on ores, I make 75k in around the same amount of time.

And one more.

You sold	Raw tuna	20,000	You got 1,400,000 gp
You bought	Raw tuna	20,000	It cost you 1,320,000 gp

1.4 - Suggested Item Types For Varying Cash Levels.

Beginner:

Let's say you start with 15-20m, your smartest move here would be to bulk flip. This is the technique that I used above so I won't give another picture example as I'm sure you get the gist. Pretty much, Logs, Runes, anything that is in high demand and is unlikely to drop in demand.

Intermediate:

This is the stage when you feel that you've grasped the basics and are ready to up your game a little. Higher value items = more money. Let's take for example some Dragon Armour. This is where you really start to notice the large profits, you use a normal flip instead of a bulk flip. Simply you buy less items, but make more off each one. Dragon Chainbodies are an example,

You bought	Dragon chainbody	10	It cost you 49,500,570 gp
You sold	Dragon chainbody	10	You got 49,999,930 gp

You'll notice a massive leap in profits from around 60-80k to a whopping 500k.

Granted if you can't afford this many yet then don't worry, just do it in smaller amounts.

1.5 - Grand Exchange Limits

The Grand Exchange limit for an item is the fixed amount of that item you can buy in a four hour period. You're probably now thinking, What? So we have to pick a new item after each flip, or wait four hours? Well no you don't, if we take potions for example. The G.E limit for all potions (barring sara brews) is 1k. If you were to buy 1k potions, then sell 800 of them, you would be entitled to buy another 800 from the G.E within the same four hour period. This means you can theoretically flip the same item repeatedly.

The Grand Exchange limits for each type of item are as follows:

Raw Fish: 20,000
Food: 10,000

Bones: 10,000
Plank: 10,000

Clay: 25,000
Dragonhide: 10,000
Logs: 25,000
Ore: 25,000
Bar: 10,000
Essence: 25,000
Barrows Item: 10

Herb: 10,000
Pouch: 5,000
Flax: 25,000
Arrowtips: 10,000
Feather: 10,000
Bowstring: 10,000
Treasure Trail Item: 2

1.6- How to Make Item Flipping Most Profitable/Effective.

Simple section, comprising of two points, amount of flips, and variety of flips.

Amount:

The more flips you do at once, the more profit you'll gain in a given amount of time. Free players are limited to 2 grand exchange trades at any given time, members have access to 6. Now obviously running 6 flips at once would be a lot of work, so a technique used by many item flippers is to run 3 flips buying say 4 times the maximum buying amount of an item, and 3 trade windows selling the items you have bought. This way you don't have to change as many trade windows and you get a reasonable profit for significantly less work.

Variety:

Flipping one item over and over may seem like a safe thing to do, but often you will find that the more you flip an item repeatedly, the money you make off each flip is gradually reduced. A way to avoid this is to juggle the items you flip every 15-20 minutes or so.

1.7-Conclusion:

To end this guide, I'd just like to say that these methods mentioned above are methods used by myself to achieve hundreds of millions of coins and it can you too if you just take the time to perfect *your* way of item flipping.

Thank you for reading my guide, and have fun making your millions.