

1 99 thieving guide

****1 99 Thieving Guide: Mastering the Art of Thieving in RuneScape****

1 99 thieving guide is something many RuneScape players eagerly seek when they decide to max out one of the game's most rewarding and skillful activities. Thieving is not just about picking pockets or cracking safes; it's a versatile skill that blends patience, strategy, and a bit of risk-taking. Whether you're aiming to unlock new content, earn steady gold, or simply enjoy the thrill of the chase, this guide will walk you through the most efficient, enjoyable, and effective ways to reach level 99 thieving.

Understanding Thieving in RuneScape

Before diving into the steps to reach level 99, it's crucial to understand what thieving entails. Thieving is a skill focused on stealing from NPCs, stalls, and chests. It rewards players with experience points (XP) and sometimes valuable loot. The higher your level, the more challenging and rewarding the targets become.

Thieving is unique because it requires a balance between speed and caution. Fail too often, and you'll get stunned or take damage, which slows down your progress. Play it safe, and your XP gains might be slower. The key is knowing the best spots and methods for your current level and goals.

Why Aim for 99 Thieving?

Reaching level 99 in thieving is not just a bragging right. It opens up access to some of the best thieving spots, like the Ardougne Knights, and unlocks the ability to pickpocket master-level NPCs efficiently. Additionally, it grants one of the iconic skill capes in RuneScape, symbolizing your dedication.

Besides the prestige, maxing out thieving can be incredibly profitable. Certain stalls and NPCs drop valuable items, making thieving a viable money-making method. Plus, some quests and achievements require high thieving levels, so this skill complements many aspects of the game.

Starting Your Journey: Levels 1-50

The early thieving levels are all about learning the mechanics and gaining steady XP with minimal risk.

Pickpocketing Men and Women

At level 1, your first option is to pickpocket low-level NPCs like men and women around Lumbridge or other starting areas. This method is straightforward and offers a safe way to practice without fear of being killed or taking significant damage.

- **XP Rate:** Slow but steady.
- **Loot:** Generally low value; focus on XP.
- **Tip:** Use gloves of silence from the Rogue's Den for increased success rates.

Stealing from Stalls

Once you hit around level 5-10, stealing from market stalls becomes very efficient. Stalls such as the bakery stall in Ardougne or silk stalls in Al Kharid are excellent for fast XP.

- **Advantages:** Quick XP and decent loot.
- **Caution:** Some stalls have cooldowns or aggressive NPCs nearby.
- **Tip:** Use the Dodgy Necklace for a chance to avoid damage when caught.

Unlocking the Rogue's Den

At around level 10-20, consider diving into the Rogue's Den minigame. It offers a chance to train thieving while gathering valuable loot like the Rogue's equipment. This area is a great mid-level training ground since it combines challenge with rewarding gameplay.

Mid-Level Thieving: Levels 50-80

As your thieving skill improves, you'll unlock new, more lucrative methods.

Pickpocketing Master Farmers

Around level 50, Master Farmers become the go-to NPC for thieving XP and seeds. They provide a steady XP rate and offer seeds that can be sold or planted for farming.

- **XP Rate:** Decent and consistent.
- **Loot:** Valuable farming seeds.
- **Tip:** Use the Ardougne Cloak (if available) to boost success.

Thieving from Ardougne Market Stalls

By level 60, Ardougne Market stalls become highly effective XP spots. Stalls like the fur stall or jewel stall offer fast XP and the chance to pick up valuable items.

- **Requirement:** Completion of the Ardougne Diary for best benefits.
- **Strategy:** Use the Ardougne Cloak for a chance to pickpocket twice without being caught.
- **Efficiency:** One of the fastest mid-level training methods.

Blackjacking

Blackjacking is a unique thieving method introduced in Pollnivneach that allows you to knock out NPCs and pickpocket them safely. This method is excellent for XP but requires some practice to master.

- **XP Rate:** Very fast.
- **Loot:** Minimal, focused on XP.
- **Tip:** Use stamina potions and practice timing to avoid failure.

High-Level Thieving: Levels 80–99

Once you're in the higher levels, thieving becomes both more challenging and more rewarding.

Pickpocketing Ardougne Knights

At level 90+, Ardougne Knights become the ultimate pickpocketing target. They offer the highest XP per pickpocket and drop valuable items such as the Ardougne Cloak.

- **XP Rate:** Among the fastest in the game.
- **Risk:** Requires high agility and thieving to avoid stun.
- **Tip:** Use the Ardougne Cloak 4 for a chance to pickpocket twice.

Prifddinas Elf Pickpocketing

For players who have access to Prifddinas, pickpocketing elves offers excellent XP and rare loot. This method is highly efficient but requires completion of specific quests.

- **XP Rate:** High.
- **Loot:** Valuable items including seeds and herbs.
- **Tip:** Use the best gear to maximize success rates.

Advanced Stall Thieving

Some of the highest level stalls, like the gem stall in Prifddinas, provide great XP and valuable loot. These are ideal for players who prefer stall thieving over pickpocketing.

Gear, Boosts, and Tips to Maximize Thieving XP

Optimizing your gear and using boosters can substantially increase your thieving efficiency.

Best Gear for Thieving

- **Rogue's Equipment:** Provides a chance to steal double loot.
- **Ardougne Cloak:** Increases success rate and XP.
- **Gloves of Silence:** Reduces chance of being stunned.
- **Dodgy Necklace:** Chance to avoid damage when caught.

Boosting Your Thieving

- **Stamina Potions:** Keep your run energy up for faster movement between targets.
- **Potion of Thieving:** Temporarily boosts your thieving level.
- **Use of Agility:** Higher agility helps avoid being stunned.

Efficient Training Strategies

- **Rotate Between Methods:** To avoid burnout, switch between pickpocketing and stall thieving.
- **Complete Ardougne Diary:** Unlocks perks that improve thieving XP rates.
- **Patience is Key:** Avoid rushing; being caught often stalls your progress.

Money-Making While Training Thieving

One of the best parts about thieving is that it can be lucrative. From seeds dropped by Master Farmers to rare items from Ardougne Knights, there's plenty of money to be made.

- **Pickpocketing Master Farmers:** Sell seeds for steady income.
- **Stall Loot:** Some stalls drop valuable goods like silk or gems.
- **Blackjacking:** Though low on loot, it offers efficient XP which translates to faster access to money-making spots.

By combining these money-making methods with your training, you can offset the cost of supplies and potions, making thieving a self-sufficient skill.

Reaching 99 thieving is a rewarding journey that tests your patience, strategy, and in-game knowledge. With the right approach, gear, and mindset, you'll find yourself mastering the art of thieving in no time, enjoying the perks and profits that come with it. Whether you're a casual player or a dedicated RuneScape enthusiast, this 1 99 thieving guide offers everything you need to achieve mastery in one of the game's most thrilling skills.

Frequently Asked Questions

What is the most efficient method to train thieving

to 99 in Old School RuneScape?

The most efficient method is to pickpocket Ardougne Knights after completing the Ardougne Diary for experience boosts, combined with using the Ardougne Cloak and other thieving gear to maximize XP rates.

At what level can I start pickpocketing Ardougne Knights effectively for thieving XP?

You can start pickpocketing Ardougne Knights at level 55 thieving, but it becomes efficient and less risky around level 70 when you have better gear and can avoid getting stunned frequently.

Are there any quests I should complete before training thieving to 99?

Yes, completing quests like 'Ardougne Diary' for the Ardougne Cloak, 'The Feud' for better pickpocketing options, and 'Plague City' for access to West Ardougne can significantly improve your thieving training experience.

What gear and items are recommended for a 1-99 thieving guide?

Recommended gear includes the Ardougne Cloak (from Ardougne Diary), Rogue outfit for increased chance to avoid damage, and Stamina potions for longer training sessions. Also, have food ready to heal from stuns.

How long does it typically take to get 99 thieving using the recommended methods?

Using efficient methods like Ardougne Knights and the Ardougne Cloak, it usually takes around 30-40 hours of focused gameplay to reach 99 thieving from level 1.

Additional Resources

****Mastering the 1-99 Thieving Guide: A Comprehensive Path to Skill Mastery****

1 99 thieving guide serves as an essential roadmap for players aiming to elevate their thieving skill efficiently and effectively within the game environment. Thieving, a critical skill in many MMORPGs like RuneScape, offers a blend of strategic gameplay and lucrative rewards, making it a favored choice among adventurers. This article delves into the nuances of progressing from level 1 to 99 in thieving, exploring optimal methods, challenges, and the most rewarding opportunities to maximize experience gain.

Understanding the Foundations of Thieving

Thieving is inherently a risk-reward based skill that requires timing, patience, and strategic decision-making. At its core, players engage in pickpocketing NPCs, looting stalls, or completing heist-style activities that

yield both experience points (XP) and valuable items. The journey from level 1 to 99 is often segmented into distinct phases, each characterized by different training methods, XP rates, and risk levels.

A well-structured 1 99 thieving guide emphasizes the importance of starting with low-level targets to build foundational skills before advancing to more challenging and rewarding activities. This staged approach ensures players maintain efficient XP gains while minimizing unnecessary losses or setbacks.

Early Levels: Building the Basics (1-29)

The initial phase of thieving training typically involves pickpocketing low-level NPCs, such as men, women, or farm villagers. While these targets provide modest experience per action, they offer a low-risk environment to grasp the mechanics of the skill.

- **Recommended target:** Men and women NPCs in Lumbridge or other starter towns.
- **XP per successful pickpocket:** Approximately 8-10 XP.
- **Pros:** Minimal risk of damage or penalties; easy access.
- **Cons:** Slow XP rates compared to later methods.

During this phase, players should focus on mastering the timing of pickpocket attempts and utilizing any available boosts, such as the Rogues' equipment or temporary XP-boosting items.

Mid-Levels: Progressing to Stalls and Better NPCs (30-59)

Upon reaching level 30, players unlock the ability to pickpocket Master Farmers and access various market stalls – a significant leap in both XP rates and profit potential.

- **Key methods:**
- Pickpocketing Master Farmers for seeds and decent XP.
- Thieving from market stalls such as silk, cake, or fur stalls.
- **XP per successful action:** Approximately 35-55 XP depending on the target.
- **Advantages:** Increased XP rates and item drops that can be sold for profit.
- **Challenges:** Slightly higher risk of failure and damage; requires attention to health management.

The mid-level phase balances experience gain with profitability, making it a preferred choice for players who want to fund future training or gear upgrades.

Advanced Training Strategies for Levels 60-99

The most critical segment of any 1 99 thieving guide is the late-game training strategy. This phase leverages high-level targets and activities that offer substantial XP rewards but come with increased difficulty and

risk.

Pickpocketing High-Level NPCs

At level 60 and above, players can pickpocket NPCs such as Knights of Ardougne and Paladins, which provide high experience per attempt and valuable loot. The Ardougne Cloak, obtained from the Ardougne Diary, can further boost XP rates by increasing success chances.

- **XP per pickpocket:** Up to 105 XP.
- **Special considerations:** Players must monitor health closely as failed attempts deal significant damage.
- **XP rates:** Efficient players can achieve 100k+ XP/hour with proper boosts.

Blackjacking Method for Efficient XP

Blackjacking is a unique thieving method introduced in specific game updates, involving stunning and pickpocketing bandits in a controlled environment.

- **Minimum level:** 45.
- **XP rates:** Among the fastest methods, reaching 150k+ XP/hour.
- **Benefits:** High XP yield with relatively low risk once the technique is mastered.
- **Drawbacks:** Requires initial learning curve and access to specific locations.

Heist and Pyramid Plunder Minigames

For players seeking a mix of engaging gameplay and XP rewards, minigames like Pyramid Plunder offer an alternative training route.

- **Level requirements:** Recommended level 51+.
- **XP rewards:** Variable but can be lucrative when combined with item drops.
- **Pros:** Interactive and entertaining; chance of rare loot.
- **Cons:** Slower XP rates compared to pure pickpocketing methods.

Optimizing Your Thieving Experience

A comprehensive 199 thieving guide is incomplete without discussing optimization techniques that enhance XP gains and reduce downtime.

Utilizing Boosts and Equipment

Several items and game mechanics can significantly improve thieving efficiency:

- **Rogues' Outfit:** Provides a chance to not be caught, reducing damage taken.
- **Ardougne Cloak:** Boosts pickpocketing success rates when worn.
- **Stamina Potions:** Help sustain longer training sessions by replenishing run energy.
- **Thieving Cape:** For those who have achieved level 99, offering minor bonuses.

Managing Risks and Health

The risk of failure and damage increases with higher-level targets. Players must incorporate health management strategies such as carrying food or using healing abilities to maintain efficiency without frequent interruptions.

Choosing Training Locations

Location selection is pivotal. Popular spots like Ardougne, Pollnivneach, and the Bandit Camp offer high-level targets and easy access to banking or food supplies, which reduces downtime.

Comparative Analysis of Popular Training Methods

To facilitate informed decision-making, here is a comparative overview of popular 1 99 thieving training methods:

Method	Level Range	XP Rate	Profitability	Risk
Pickpocketing Men/Women	1-29	Low (~8 XP/attempt)	None	Minimal
Master Farmers	30-49	Moderate (35-50 XP/attempt)	Moderate (seeds)	Low
Blackjacking Bandits	45-99	High (up to 150k XP/hr)	Low	Moderate
Knights of Ardougne Pickpocket	55-99	High (up to 105 XP/attempt)	Moderate	Moderate to High
Pyramid Plunder	51-99	Variable	Variable	Low

This analysis highlights the trade-offs between speed, profit, and risk, allowing players to tailor their training approach according to personal goals and playstyle.

Final Thoughts on Efficient Thieving Mastery

Progressing from level 1 to 99 in thieving demands a careful balance between experience gain, risk management, and resource investment. The 1 99 thieving guide outlined here underscores the importance of adapting methods as players advance, leveraging boosts, and choosing appropriate targets to sustain motivation and efficiency.

Ultimately, mastering thieving is as much about strategic planning as it is about execution. Players who invest time in understanding the mechanics and nuances of various training methods will find their journey smoother and more rewarding. Whether the goal is to maximize profit, achieve rapid level gains, or enjoy interactive minigames, the path to 99 thieving offers diverse opportunities for every type of player.

1 99 Thieving Guide

Find other PDF articles:

<https://old.rga.ca/archive-th-026/Book?docid=IKQ52-6060&title=medical-physiology-boron-and-boulpaep.pdf>

1 99 thieving guide: Thieving Bad Luck E. c. England, 2011-02 Born in the lowest and most corrupted city in the country of Loorainia, Arscenic, a seventeen year old, has to fight and steal just to survive. Absent his father who went to war, he is left with the burden of taking care of his mother and sister, Ericka. When Ericka becomes deathly ill and in need of expensive medicine, Arscenic has to resort to taking on a dangerous job that could threaten his life and the fate of his sister's. Little does he know that during this adventure, he will be riddled with bad luck and encounter magical and demonic forces that he never knew existed. E.C. England lives in Texas, where she is attending college, majoring in Art History. She is an avid anime reader, likes fencing, and piloting. She wrote this story during high school, and hopes to publish a second volume within the next year.

1 99 thieving guide: Bond 11+: Bond 11+ English Assessment Papers 9-10 Book 2 Sarah Lindsay, 2021-04-15 This new edition of the bestselling Bond 11+ English Assessment Papers Book 2 for 9-10 years now includes full explanations in the pull-out answer section in the centre of the book. Used with the English 11+ Handbook and other supporting Bond titles, the Assessment Papers offer everything your child needs to prepare and practise for the 11+ at home. The papers cover all the core 11+ question types that your child will experience in their actual exam. Working through book 1 and book 2 helps to target which areas children need more support with and builds their skills and confidence. There are also practical tips and planning for next steps to improve exam skills. Providing thorough and continuous practice of key English skills, these age-ranged, essential study guides really help children succeed. Bond is the number 1 provider of 11+ practice, helping millions of children pass selective entrance exams. Bond Assessment is the only series of graded practice papers for age 5 to 13 for English and maths, and age 5 to 12 for verbal reasoning and non-verbal reasoning, the four subjects commonly assessed in entrance examinations.

1 99 thieving guide: Dark Revelation - The Role Playing Game - Player's Guide C.N. Constantin, Jason Cable Hall, 2014-12-07 The Hodgepocalypse takes North America and the d20 system and makes it a diverse world filled with magical rites, modern technology and bizarre cultures.

1 99 thieving guide: A directory for midwives: or, A guide for women, in their conception, bearing, and suckling their children, etc Nicholas Culpeper, 1777

1 99 thieving guide: Aboriginal Dreaming Paths and Trading Routes Dr Dale Kerwin, 2011-12-07 Highlights the contribution Aboriginal people made in assisting European explorers, surveyors and stockmen to open the country for colonisation, and explores the interface between Aboriginal possession of the Australian continent and European colonisation and appropriation.

1 99 thieving guide: Maximum Performance Nick Forster, 2005-01-01 This is a big book in more ways than one. . . a detailed and illuminating exploration of leadership qualities, attributes, skills and competencies. . . the mixture of theory, reflective questions, stories, tools and practical exercises demand a level of thoughtful engagement and self-reflection rarely required by books on leadership. . . the Australian content is refreshing, as is the lack of evangelistic promises of immediate transformation. . . this book is firmly grounded in supporting the learning and skill development needed for maximum performance. (Boss magazine, August p.55). The Australian Financial Review AFR Boss If we were giving a graduate-level class in leadership and people management skills (I'm a UCLA Business and Management Program instructor) I would choose this book as the text. If a client asked for a great book to enhance his/her leadership skills, (we consult in organization, compensation and performance management) this would be one of first books I would suggest. It's that good! The book offers a comprehensive guide for developing leadership and people management skills. It's a powerful, broad-spectrum leadership toolkit with a wealth of information about skills and practices, and hundreds of suggestions and opinions from business and political leaders, consultants, and academics. This book is an outstanding resource for leaders and aspiring leaders. It is filled with an abundance of insights: the distinction it makes between a leader and a manager is one of the best, if not the best, we've read. Just a few of the subjects covered are: the leadership-as-servant philosophy; leaders as coaches and mentors; communication; motivation; leading and managing teams; women as leaders; managing power, politics and conflict; leading organizational and cultural change; creating an innovative organization; leadership and people management in high-tech, networked; and virtual organizations. Throughout the book are bullet-point lists, exercises, and to-the-point conclusions. It is clearly written and superbly organized. An excellent bibliography and subject index top off this outstanding work. We highly recommend this book. Yvette Borcia and Gerry Stern, Stern's Management Review Maximum Performance is a comprehensive business tome. Although it is designed for students, busy executives who use the chapter summaries or chapter sections to focus on topics that interest them will find the book useful. Organizations with large collections on management or leadership will want to buy it. Business researchers with limited library space or who are looking for a good summary of current management topics may also find the book of value. . . The strength of Maximum Performance is its breadth. Forster touches on everything from whether leaders are born or made to Machiavellian strategies for dealing with toxic work environments. Anyone interested in ideas on leadership will likely find several sections of interest. Those sections that are particularly strong include the discussions on the different roles and organizational context of leadership, key issues in motivating employees, the team development process, and best practices in leading organizational change. Scott R. Jenkins, Business Information Alert Nick Forster's large text is for MBA students. He writes in a clean, clear style and frankly admits that leadership and people-management skills cannot adequately be learned from books. He knows however that good books can help, and also that clichés of management can be inspirational and will be used widely though they call for close analysis of substance or context. He is in this a modern-day Samuel Smiles, equipped with a variety of diagnostic tools. The Australian In my experience a major shortcoming of most how to books on leadership and management is that they purport to offer Silver Bullets magical solutions that, once revealed, will enrich and transform the reader and his or her organisation. Regrettably

1 99 thieving guide: Béla Bartók Elliott Antokoletz, Paolo Susanni, 2011-04-14 This research guide is an annotated bibliography of primary and secondary sources and catalogue of Bartók's compositions. Since the publication of the second edition, a wealth of information has been proliferating in the field of Bartók research. The third edition of this research guide provides an update in this field and represents the multidisciplinary research areas in the growing Bartók

literature.

1 99 thieving guide: *The Movie Guide* James Monaco, 1992 From *The Big Sleep* to *Babette's Feast*, from *Lawrence of Arabia* to *Drugstore Cowboy*, *The Movie Guide* offers the inside word on 3,500 of the best motion pictures ever made. James Monaco is the president and founder of *BASELINE*, the world's leading supplier of information to the film and television industries. Among his previous books are *The Encyclopedia of Film*, *American Film Now*, and *How to Read a Film*.

1 99 thieving guide: *And Why Not?* Barry Norman, 2003-10 Renowned for his laconic wit and opinionated ideas, Barry Norman shares a wealth of stories about his life among Hollywood royalty. One of the United Kingdom's best-known film authorities, journalists, and broadcasters, Barry Norman fronted the seminal BBC film program for nearly thirty years. In *And Why Not?*, Norman recounts his years of fraternizing with the cinematic greats, including encounters with the likes of Elizabeth Taylor, Laurence Olivier, and Madonna. Honest, clever, funny, and at times poignant, *And Why Not?* offers an insider's account of the worlds of journalism, broadcasting, and film.

1 99 thieving guide: *The Sex of Things* Victoria de Grazia, Ellen Furlough, 2023-09-01 This volume brings together the most innovative historical work on the conjoined themes of gender and consumption. In thirteen pioneering essays, some of the most important voices in the field consider how Western societies think about and use goods, how goods shape female, as well as male, identities, how labor in the family came to be divided between a male breadwinner and a female consumer, and how fashion and cosmetics shape women's notions of themselves and the society in which they live. Together these essays represent the state of the art in research and writing about the development of modern consumption practices, gender roles, and the sexual division of labor in both the United States and Europe. Covering a period of two centuries, the essays range from Marie Antoinette's Paris to the burgeoning cosmetics culture of mid-century America. They deal with topics such as blue-collar workers' survival strategies in the interwar years, the anxieties of working-class consumers, and the efforts of the state to define women's—especially wives' and mothers'—consumer identity. Generously illustrated, this volume also includes extensive introductions and a comprehensive annotated bibliography. Drawing on social, economic, and art history as well as cultural studies, it provides a rich context for the current discourse around consumption, particularly in relation to feminist discussions of gender. This volume brings together the most innovative historical work on the conjoined themes of gender and consumption. In thirteen pioneering essays, some of the most important voices in the field consider how Western societies think about and use goods, how

1 99 thieving guide: *Good Music Guide* Neville Garden, 1994

1 99 thieving guide: *Guide to the Gods* Marjorie Leach, 1992 Over 20,000 entries covering every type of deity from every world culture past & present. Alphabetical within 8 categories.

1 99 thieving guide: *International Law in Antiquity* David J. Bederman, 2001-03-05
Reevaluation of the origins of international law, examining ancient Greece, Rome and the Near East.

1 99 thieving guide: *Once a Week*, 1863

1 99 thieving guide: *American Record Guide*, 1956

1 99 thieving guide: *Hakluyt's Promise* Peter C. Mancall, 2010-03-16 *Hakluyt's Promise* demonstrates [Hakluyt's] prominent role in the establishment of English America as well as his interests in English opportunities in the East Indies. The volume presents nearly fifty illustrations - many unpublished since the sixteenth century - and offers a fresh view of Hakluyt's milieu and the central concerns of the Elizabethan age--Jacket.

1 99 thieving guide: *TV Guide*, 1999

1 99 thieving guide: *The Comprehensive Commentary on the Holy Bible* William Jenks, 1838

1 99 thieving guide: *Beasts of the Field* Richard Steven Street, 2004 Written by one of America's preeminent labor historians, this book is the definitive account of one of the most spectacular, captivating, complex and strangely neglected stories in Western history--the emergence of migratory farmworkers and the development of California agriculture. Street has systematically worked his way through a mountain of archival materials--more than 500 manuscript collections,

1 99 **thieving guide: Original Journals of the Lewis and Clark Expedition** Reuben Gold Thwaites, 2001-03 This set was first published in 1904 from the manuscripts of the American Philosophical Society together with manuscript material of Lewis and Clark and from other sources including notebooks, letters and maps, and the journals of Charles Floyd and Joseph Whitehouse.

Formal proof for $(-1) \times (-1) = 1$ - Mathematics Stack Exchange Is there a formal proof for $(-1) \times (-1) = 1$? It's a fundamental formula not only in arithmetic but also in the whole of math. Is there a proof for it or is it just assumed?

abstract algebra - Prove that $1+1=2$ - Mathematics Stack Exchange Possible Duplicate: How do I convince someone that $1+1=2$? $1+1=2$ may not necessarily be true? I once read that some mathematicians provided a very length proof of $1+1=2$. Can

-

第 1 頁 - 共 1 頁

Word 1.1 2.1 1.1 1 2 3
 —

Formal proof for $(-1) \times (-1) = 1$ - Mathematics Stack Is there a formal proof for $(-1) \times (-1) = 1$? It's a fundamental formula not only in arithmetic but also in the whole of math. Is there a proof for it or is it just assumed?

abstract algebra - Prove that $1+1=2$ - Mathematics Stack Exchange Possible Duplicate: How do I convince someone that $1+1=2$? $1+1=2$ may not necessarily be true? I once read that some mathematicians provided a very length proof of $1+1=2$. Can

[illegible]

1-1+1-1+1-1+1 2011 1

