

## Out of the Box by Boyet Vargas - eBook - DOWNLOAD

The Mentalist hands out a billet containing different objects. The Participant then makes a series of choices and moves between objects while the Mentalist eliminates different objects along the way with their help. In the end, the Participant ends up with an object that matches what the Mentalist has written before the start of the routine.

- You do NOT know how many times or how the Participant moves in between objects.
- The Participant is somehow involved in the elimination process.

This is my solution and approach to the interactive square effect. It contains information and subtleties that makes the overall experience unique and more engaging.

This document will also show you how you can create your own custom interactive square and with further study, it will enable you to repeat the effect with a different outcome.

*"I think your approach and method are brilliant."*

- **Marc Salem**

*"I think it is a fun effect."*

- **Mike Vance**