Predic By Damien Vappereau & Marc Celiandre

A modern and mindâ€‘blowing experience
Predic offers a contemporary approach to prediction in magic: simple, direct, and incredibly convincing. Thanks to five QR codes scanned by the spectator, they discover five different objects, creating total involvement from the very beginning of the effect.

Ingenious mechanics with no hidden technology
The magician places a real object between his closed hands, then asks the spectator to guess what it is. Impossible to know… and yet, every choice — every success or mistake — leads to a final revelation that feels absolutely impossible.

A progressive, modern, and impossible experience
Predic is an interactive mentalism routine where the spectator becomes the center of the action. They scan five QR codes with their own phone — no downloads, no apps — and discover five completely different objects.

When reality meets intuition
The magician then places a real object between their closed hands. With no clues, relying only on what they've just seen, the spectator must guess which object is hidden. They try… but of course, they cannot know.

The object is revealed, and a new phase begins: the spectator must find the QR code corresponding to the object they just saw. Sometimes correct, sometimes mistaken… yet each attempt feels strangely meaningful.

This process repeats, again and again, building tension through unpredictability, apparent randomness, and the spectator's supposed intuition.

The finale that destroys all explanations
Just when everything seems to rely on intuition, confusion, or coincidence, the finale shatters every hypothesis. A prediction reveals — precisely — what happened: the correct answers, the mistakes, the order, and the spectator's decisions.

A conclusion impossible to foresee, impossible to mentally reconstruct, and absolutely unforgettable.

Key points
Uses the spectator's phone — total credibility.
No app, no setup.
Logical, clean, and minimalist props.
Suitable for professionals and beginners alike.
Repeatable, interactive, immediate impact.
Perfect for close€‘up, parlor, or table€‘hopping.
Predic turns a simple object into a riddle, and a decision into a miracle.

Predic — when the object is real… but logic disappears.