

## Odyssey 2 by Chris Philpott

Introducing **ODYSSEY 2.0 by Chris Philpott with Jules Philpott**

Ten devastating mentalism effects... hidden inside one beautiful travel magazine. *"One of the greatest mentalism tools of all time!"*

- David Penn

*"One of the best effects that's ever been released for mentalists! It allows you to do a 20-minute mentalism act with nothing but this magazine. Worth its weight in gold!"*

- Craig Petty

*"F#%&ing Brilliant!"*

- Banacheck

Odyssey became a fan-favorite because it delivered something rare: a prop that feels completely real, yet contains enough miracles to build an entire act. Odyssey 2.0 is the upgraded evolution - refined, expanded, and enhanced with new features and contributions from Steve Valentine and Shawn Farquhar.

This is not a prop that looks like a magazine.

This is a gorgeous, believable luxury travel magazine... that just happens to be filled with miracles.

Designed by Jules Philpott (a professional graphic designer), **Odyssey 2.0** looks and feels exactly like something you'd pick up in an airport lounge or a premium hotel lobby - but in your hands it becomes a complete close-up or stage weapon.

### TEN EFFECTS. ONE MAGAZINE.

Perform a full mentalism set with a single flat-packing magazine - perfect for workers, pros, and performers who demand maximum impact with minimal carrying.

### FEATURED EFFECT: "DRUNK MONKEY"

A spectator becomes increasingly "drunk"... simply by reading the names of

drinks.

Now upgraded with:

- New pages suggested by Shawn Farquhar to make the spectator sober again
- Steve Valentine's powerhouse moment: sober them up by actually pouring coffee from the magazine

## A BOOK TEST THAT SETS A NEW BAR FOR REALISM