

## Which is Which by Hendy July - eBook - DOWNLOAD

**Which is Which** is my latest project on the which hand effect. With the method I'll teach you in this e-Book, you'll be able to guess in which hand the spectator is mentally hiding a coin. You don't even need to use a real coin; everything happens only in the spectator's mind-the coin is imaginary. You can even accurately guess which side of the coin is facing up in the spectator's mind.

This method doesn't rely on math logic, gimmicks, truth-liar plot or any fishing questions not yes or no questions either. In fact, you hardly need to ask any questions at all; just one question that doesn't even sound like you're asking anything suspicious. The spectator is even free to choose whether to change or not change the position of the coin multiple times.

I'm also including a bonus effect for you that i called "To the Max", which is a tribute to Max Maven's 'Positive Negative' routine. In this effect, the imaginary coin that the spectator freely chooses in their mind, along with the side they pick, will match the prediction you've prepared-a real coin that match to their choice, which you've hidden in your hand since the beginning (or in a box, or whatever you prefer to place the prediction in). No gimmicks are involved; you only need a single, ordinary coin.

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