

Artemis Fowl The Eternity Code Graphic Novel

Artemis Fowl Graphic Novel

Ten thousand years ago, humans and fairies fought a great battle for the magical island of Ireland. When it became clear to the fairy families that they could never win, they decided to move their civilization underground and keep themselves hidden from the humans. All the fairy families agreed on this, except the 8th family, the demons. The demons planned to lift their small island out of time until they had regrouped and were ready to wage war on the humans once more. However the time spell went wrong, and the island of Hybras was catapulted into Limbo, where it has remained for ten thousand years.

When Artemis Fowl's mother contracts a life-threatening illness, his world is turned upside down. The only hope for a cure lies in the brain fluid of the silky sifaka lemur.

Unfortunately, the animal is extinct due to a heartless bargain Artemis himself made as a younger boy. Though the odds are stacked against him, Artemis is not willing to give up. With the help of his fairy friends, the young genius travels back in time to save the lemur and bring it back to the present. But to do so, Artemis will have to defeat a maniacal poacher, who has set his sights on new prey: Holly Short. The rules of time travel are far from simple, but to save his mother, Artemis will have to break them all...and outsmart his most cunning adversary yet:

Artemis Fowl, age ten.

Now in e-book form for the first time: a stunning graphic-novel adaptation of the megaselling Artemis Fowl and the Eternity Code! This adaptation of his genre-busting, award-winning Artemis Fowl series has been a labour of love for lifelong graphic novel fan Eoin Colfer, and Andrew Donkin. Art by Giovanni Rigano and colour by Paolo Lamanna. Thirteen-year-old criminal mastermind Artemis Fowl has constructed a supercomputer from stolen fairy technology. In the wrong hands it could be fatal for humans and fairies alike. But no need to worry, Artemis has a brilliant plan. He's not going to use the computer; he's just going to show it to a ruthless American businessman with Mafia connections. His bodyguard, Butler, will be with him. What could possibly go wrong . . . ?

'Reads like the fastest, punchiest comic strip you've ever come across' - Daily Telegraph 'Artemis is a brilliant creation' - Anthony Horowitz 'Fast-paced, tongue-in-cheek, with some

laugh-out-loud jokes. Smart and page-turning' - The Sunday Times

The Artemis Fowl Files is comprised of two original stories: "LEPrecon": the story of Fairy Police Captain Holly Short's move from Traffic to Recon following her initiation into the Fairy Police; and "The Seventh Dwarf", featuring Mulch, Butler, and Artemis himself.

The Eternity Code (Artemis Fowl, Book 3)

The Graphic Novel

Artemis Fowl

Artemis Fowl The Eternity Code

Details the third thrilling adventure of resourceful young criminal mastermind, Artemis Fowl, who has found a way to construct a supercomputer from stolen fairy technology.

In 2001, audiences first met and fell in love with a twelve-year-old criminal mastermind named Artemis Fowl. Since then, the eight-book series about his adventures has sold over twenty-five million copies throughout the world. To coincide with the major motion picture coming from the Walt Disney Studios in August 2019, here is an all-new graphic novel adaptation of the book with crisp, accessible storytelling and clear, cinematic perspectives. Readers of all ages can now follow the siege at Fowl Manor between Artemis and the fairies in action-packed, full-color panels.

Artemis Fowl is going straight...as soon as he pulls off the most brilliant criminal feat of his career. But his last job plan goes awry, leaving his loyal bodyguard, Butler, mortally injured. Artemis's only hope of saving his friend is to enlist the help of his old rival, Captain Holly Short of the LEPrecon fairy police. It is going to take a miracle to save Butler, and Artemis's luck may have just run out. . . Praise for Artemis Fowl: The Eternity Code *'"Readers will burn the midnight oil to the finish.'" -Publishers Weekly (starred review) "...the action is fast and furious, the humor is abundant, characterizations are zany, and the boy genius works wonders--all of which add up to another wild ride for Artemis' fans." - Booklist "Colfer's young antihero might be getting more likeable all the time, but that hasn't taken the edge off the Tom-Clancy-meets-Harry-Potter action." - Amazon.com

Artemis has constructed a super computer from stolen fairy technology. In the wrong hands it could be fatal for humans and fairies alike. He isn't going to use it; he's just going to show it to a ruthless American businessman with Mafia connections. What could possibly go wrong?

The Eternity Code

Artemis Fowl 5-book Boxed Set

Artemis Fowl: the Eternity Code

Artemis Fowl: Time Paradox, The (new cover)

Our world is constantly changing and this refreshed atlas from the map experts at National Geographic captures the state of the planet with colorful maps, easy-to-grasp stats, and lots of fun facts--the perfect reference for young kids and students. Learn all about the people, places, animals, and environments of our world in the fourth edition of this engaging atlas. It's got a fresh, kid-friendly design; fun, lively photos; and all the latest, greatest geographic and political information that make this such a valuable resource. It's the perfect reference for kids to learn about lands close to home or oceans away--ideal for classroom use, homework help, and armchair exploration.

Someone has been supplying Class A illegal human power sources to the goblins.

Captain Holly Short of the LEPrecon Unit is sure that her arch-enemy, thirteen-year-old Artemis Fowl, is responsible. But is he? Artemis has his own problems to deal with: his father is being held to ransom and only a miracle will save him. Maybe this time a brilliant plan just won't be enough. Maybe this time Artemis needs help... Artemis Fowl creates an extraordinarily powerful computer with stolen fairy technology, but his business deal hopes go sour when a Chicago businessman steals his invention and mortally wounds Artemis's loyal bodyguard. This fully illustrated, totally wacky handbook is about an everyman who is afraid of everything! Dr. Noel Zone, the greatest (and only) dangerologist in the world, is ready to teach readers how to avoid danger at all costs--from sneaky snakes posing as toothbrushes, to sharks hiding in toilets, to robots disguised as kindly grandmas. After all, DANGER IS EVERYWHERE, and we need to be prepared! With art on every page, this hilarious and truly creative handbook will have readers laughing out loud (very safely) from start to finish.

Benny and Omar

Artemis Fowl The Eternity Code Graphic Novel

The Supernaturalist

Artemis Fowl: A Fowl Adventure

Book Three-Now available in trade paperback Artemis Fowl is going straight-as soon as he pulls off the most brilliant criminal feat of his career . . . but his plan goes awry, leaving his loyal bodyguard, Butler, mortally injured. Artemis's only hope of saving his friend is to employ fairy magic; so once again he must contact his old rival, Captain Holly Short of the LEPrecon fairy police. It is going to take a miracle to save Butler, and Artemis's luck may have just run out. . . . "Readers will burn the midnight oil to the finish." -Publishers Weekly (starred review)

For use in schools and libraries only. While preparing to steal a famous Impressionist painting from a German bank, Artemis Fowl has no idea that Opal Kobi has escaped from jail, leaving only Captain Holly Short to save Artemis before Opal seeks revenge on him.

Now available in a gorgeous paperback box set--the first five books in the blockbuster best-selling Artemis Fowl series, starring everyone's favorite criminal mastermind. An ingenious gift indeed Artemis Fowl Twelve-year-old Artemis Fowl is a millionaire, a genius—and, above all, a criminal mastermind. But even Artemis doesn't know what he's taken on when he kidnaps a fairy, Captain Holly Short of the LEPrecon Unit. Artemis Fowl: The Arctic Incident Artemis receives an urgent e-mail from Russia. In it is a plea from a man who has been kidnapped by the Russian Mafiya: his father. Now, instead of battling the fairies, Artemis must join forces with them if he wants to save one of the few people in the world he loves. Artemis Fowl: The Eternity Code Artemis is going straight—as soon as he pulls off the most brilliant feat of his criminal career. But the plan goes terribly wrong when his loyal bodyguard and friend Butler is mortally injured. It's going to take a miracle to save Butler, and Artemis's luck may have just run out.... Artemis Fowl: The Opal Deception Artemis is in Munich preparing to steal a famously well-guarded painting. Little does he know that his every move is being watched by his cunning old rival, Opal Kobi, who plans to destroy Artemis by turning his own genius against him.

Artemis Fowl: The Lost Colony There's only one human who can help the fairies and protect the world from the demons beginning to materialize on Earth--Artemis Fowl. Or is he? It seems someone else has unlocked the secrets to the fairy world. And she is just twelve years old...

One afternoon, police officers show up at Ben Silver's front door. Minutes after they leave, his parents arrive home. Ben and his little sister Olive are bundled into the car and told they're going on a holiday. But are they? It doesn't take long for Ben to realise that his parents are in trouble. Ben's always dreamt of becoming a detective - his dad even calls him 'Cop'. Now Ben gathers evidence and tries to uncover what his parents have done. The problem is, if he figures it out, what does he do? Tell someone? Or keep the secret and live life on the run? WINNER, Young Australian Best Books Award (YABBA) - Fiction for Years 7-9, 2015 HONOUR BOOK, Children's Book Council of Australia Book of the Year - Younger Readers 2015 'A tense, hard-edged, no-holds-barred thriller.' Anthony Horowitz, author of the Alex Rider series 'A high stakes adventure that will keep you guessing and breathless until the very end.' Michael Gerard Bauer, author of Don't Call Me Ishmael

The Artemis Fowl Files

WARP, Book 3: The Forever Man

The Opal Deception

Iron Man: The Gauntlet

Artemis Fowl is going straight-as soon as he pulls off the most brilliant criminal feat of his career... but his plan goes awry, leaving his loyal bodyguard, Butler, mortally injured. Artemis knows his only hope to save Butler lies in fairy magic, so once again he is forced to contact his old rival, Captain Holly Short of the LEPrecon fairy police. Miraculously, Butler is healed, but there is a catch: he has aged fifteen years.

Artemis Fowl has created the most powerful new supercomputer known to man--using stolen technology from an elite race of underground fairies. When the computer falls into the hands of an IT billionaire with a mob connection, Artemis is in deep trouble. Only one fairy can help now. If only he wasn't the fairies' public enemy number one. . .

Fletcher Moon has never been like other kids. For one thing, he has had to suffer the humiliating nickname "Half Moon" because of his short stature. But the real reason Fletcher is different is that ever since he was a baby, he's had a nose for sniffing out mysteries. And after graduating at the top of his Internet class, he is officially certified as the youngest detective in the world.

Artemis Fowl is going straight...as soon as he pulls off the most brilliant criminal feat of his career. But his last job plan goes awry, leaving his loyal bodyguard, Butler, mortally injured. Artemis's only hope of saving his friend is to enlist the help of his old rival, Captain Holly Short of the LEPrecon fairy police. It is going to take a miracle to save Butler, and Artemis's luck may have just run out. . .

Praise for Artemis Fowl: The Eternity Code "Readers will burn the midnight oil to the finish." -Publishers Weekly (starred review) "...the action is fast and furious, the humor is abundant, characterizations are zany, and the boy genius works wonders--all of which add up to another wild ride for Artemis' fans." - Booklist "Colfer's young antihero might be getting more likeable all the time, but that

hasn't taken the edge off the Tom-Clancy-meets-Harry-Potter action." - Amazon.com

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WARP Book 1: The Reluctant Assassin

Artemis Fowl: Books 1-4

Two Wolves

In the future, in a place called Satellite City, fourteen-year-old Cosmo Hill enters the world, unwanted by his parents. He's sent to the Clarissa Frayne Institute for Parentally Challenged Boys, Freight class. At Clarissa Frayne, the boys are put to work by the state, testing highly dangerous products. At the end of most days, they are covered with burns, bruises, and sores. Cosmo realizes that if he doesn't escape, he will die at this so-called orphanage. When the moment finally comes, Cosmo seizes his chance and breaks out with the help of the Supernaturalists, a motley crew of kids who all have the same special ability as Cosmo-they can see supernatural Parasites, creatures that feed on the life force of humans.

Eoin Colfer has made millions of fans around the world with his much-loved character, Artemis Fowl, the star of his hugely best-selling series. Now, in a beautifully written novel that is already breaking records in his native Ireland, Colfer introduces readers to a lovable but troubled heroine, who has been given the opportunity for a special kind of redemption. Meg Finn is in trouble-uneearthly trouble. Tony Stark is known throughout the world as many things: billionaire, inventor, Avenger. But mainly for being the Invincible Iron Man. Just when Tony is about to add his pizzazz to an international eco-summit in Ireland, someone close to him forces him to question his role in making the world a more dangerous place with his high-tech weaponry. But Stark doesn't have much time to reflect before an old enemy presents him with an even greater challenge: the assassination of all the eco-ministers, and Iron Man himself. Just how invincible Iron Man is when he is stripped of everything remains to be seen in this breathless adventure by the best-selling author of Artemis Fowl. After Artemis uses stolen fairy technology to create a powerful microcomputer and it is snatched by a dangerous American businessman, Artemis, Juliet, Mulch, and the fairies join forces to try to retrieve it.

The Wish List

Artemis Fowl, the Eternity Code

Danger Is Everywhere

Half Moon Investigations

Mulch Diggums, a dwarf on the run from the Lower Elements Police, is trying to get his hands on the priceless Fei Fei tiara. But stealing it seems too easy. That's because it is too easy. Artemis Fowl, the legendary 12-year-old criminal mastermind, has set him up. He needs Mulch's help.

Riley, an orphan boy living in Victorian London, has achieved his dream of becoming a renowned magician, the Great Savano. He owes much of his success to Chevie, a seventeen-year-old FBI agent who traveled from the future

in a time pod and helped him defeat his murderous master, Albert Garrick. But it is difficult for Riley to enjoy his new life, for he has always believed in his heart of hearts that Garrick will someday, somehow, return to seek vengeance. Chevie has assured Riley on numerous occasions that Garrick was sucked into a temporal wormhole, never to emerge. The full nature of the wormhole has never been understood, however, and just as a human body will reject an unsuitable transplant, the wormhole eventually spat him out. By the time Garrick makes it back to Victorian London, he has been planning his revenge on Riley for half a century. But even the best-laid plans can go awry, and when the assassin decides to include Chevie in his retaliation, the three are tossed once more into the wormhole with no idea where—or when—they will end up.

For use in schools and libraries only. After Artemis uses stolen fairy technology to create a powerful microcomputer and it is snatched by a dangerous American businessman, Artemis, Juliet, Mulch, and the fairies join forces to try to retrieve it. From the creator of the bestselling series *The Last Kids on Earth*, this hilarious middle grade adventure follows a young boy thrust into the world of selling hot dogs in space! Over the course of one very strange night, Cosmoe went from being an adventure-seeking, thirteen-year-old Earthling orphan to a hot-dog-slinging space traveler. He has all the adventure he once craved and more aboard the Neon Wiener—part spaceship, part food truck—selling their trademark “Galactic Hot Dogs.” Cosmoe and the rest of the crew journey to food competitions across the universe serving up the wildly popular wieners...until they gain a troublesome stowaway. The half-evil, half-awesome Princess Dagger doesn't plan on going anywhere, and her presence on the ship means her all-evil mother is gunning for the Neon Wiener. Cosmoe rallies his friends to fight space jerks in all their many forms and vows to protect the princess. But can a group of hot dog enthusiasts face down an evil space queen?

Artemis Fowl: The Graphic Novel

National Geographic Kids Beginner's World Atlas

Artemis Fowl: The Eternity Code Graphic Novel

Eternity Code, The (Artemis Fowl, Book 3)

The hilarious debut novel from one of the world's favourite children's authors. Benny Shaw, a young sporting fanatic, is forced to leave his beloved Wexford, home of all his heroes, and move with his family to Tunisia! How will he survive in a place like this? Then he teams up with Omar, and a madcap friendship between the two boys leads to trouble, crazy escapades, a unique way of communicating, and heartbreaking challenges.

Ava's Man

Riley, a teen orphan boy living in Victorian London, has had the misfortune of being apprenticed to Albert Garrick, an illusionist who has fallen on difficult times and now uses his unique conjuring skills to gain access to victims' dwellings. On one such escapade, Garrick brings his reluctant apprentice along and urges him to commit his first killing. Riley is saved from having to commit the grisly act when the intended victim turns out to be a scientist from the future, part of the FBI's Witness Anonymous

Relocation Program (WARP) Riley is unwittingly transported via wormhole to modern day London, followed closely by Garrick. In modern London, Riley is helped by Chevron Savano, a nineteen-year-old FBI agent sent to London as punishment after a disastrous undercover, anti-terrorist operation in Los Angeles. Together Riley and Chevie must evade Garrick, who has been fundamentally altered by his trip through the wormhole. Garrick is now not only evil, but he also possesses all of the scientist's knowledge. He is determined to track Riley down and use the timekey in Chevie's possession to make his way back to Victorian London where he can literally change the world.

Twelve-year-old Artemis is a millionaire, a genius-and above all, a criminal mastermind. But Artemis doesn't know what he's taken on when he kidnaps a fairy, Captain Holly Short of the LEPrecon Unit. These aren't the fairies of the bedtime stories-they're dangerous!

The eternity code. Book 3

The Eternity Code. Bk. 3

The Arctic Incident

Lost Colony, The (Artemis Fowl, Book 5)

Thirteen-year-old criminal mastermind Artemis Fowl has constructed a supercomputer from stolen fairy technology. In the wrong hands it could be fatal for humans and fairies alike. But no need to worry, Artemis has a brilliant plan. He's not going to use the computer; he's just going to show it to a ruthless American businessman with Mafia connections. His bodyguard, Butler, will be with him. What could possibly go wrong...? Artemis Fowl is on a mission to rescue his father, who has been kidnapped. Artemis must get ahold of a fairy, steal its gold, and use the gold to pay his father's ransom. The problem? He has no idea where to find the magical creatures. With the help of his friends and a reluctant captured fairy, Artemis will discover these magical creatures aren't just real--they're really powerful! Will he be able to get out of this foul situation and save his father?

Artemis Fowl is the twelve-year-old child genius and most powerful criminal mastermind in history! This eBook bundle includes the first four titles in the compelling Artemis Fowl series by Eoin Colfer: Artemis Fowl, The Arctic Incident, The Eternity Code, and The Opal Deception. Artemis Fowl is public enemy number one, but will anyone ever stop him?

Twelve-year-old villain, Artemis Fowl, is the most ingenious criminal mastermind in history. His bold and daring plan is to hold a leprechaun to ransom; but he's taking on more than a bunch of fairies when he kidnaps Captain Holly Short of the Lep-Recon (lower elements police reconnaissance unit).

Cosmoe's Wiener Getaway

A Handbook for Avoiding Danger

Artemis Fowl and the Eternity Code

Galactic Hot Dogs 1