

Artemis Fowl The Eternity Code Graphic Novel

Artemis Fowl Graphic Novel

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?

Artemis Fowl and the Eternity Code Penguin UK

Fourteen-year-old Cosmo Hill longs to escape from the Clarissa Frayne Institute for Parentally Challenged Boys. When a rare chance to get away comes, he grabs it, but the attempt goes fatally wrong. He can feel his life force ebbing away, sucked out of him by a strange blue Parasite ... until a wisecracking gang of kids burst in, blast the creature and save him. They are the Supernaturalists, dedicated to ridding the world of these life-sucking blue parasites. When they realise that Cosmo has the ability to see these blue creatures too, they enlist him as one of them. Their mission leads Cosmo into a world of high-level corruption, James Bond type technology, thrilling adventure and finally back to a place that Cosmo ever thought he'd have to return...the dreaded Clarissa Frayne.

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Artemis Fowl has constructed a supercomputer from stolen fairy technology. In the wrong hands it could be fatal for humans and fairies alike. All he is going to do is show it to a ruthless American businessman with Mafia connections. What could possibly go wrong?

Large Prints increased font size and wider line spacing maximizes reading legibility, and has been proven to advance comprehension, improve fluency, reduce eye fatigue, and boost engagement in young readers of all abilities, especially struggling, reluctant, and striving readers.

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 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.

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

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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

After being held prisoner for years, Artemis Fowl's father has finally come home. He is a new man-an honest man, much to Artemis's horror. He makes his son promise to give up his life of crime, and Artemis has to go along with it. But not until he has completed one last scheme. Artemis has constructed a super-computer from stolen fairy technology. Called the "C Cube," it will render all existing human technology obsolete. He arranges a meeting with a powerful Chicago businessman, Jon Spiro, to broker a deal for the C Cube. But Spiro springs a trap-he steals the C Cube and mortally injures Butler. Artemis knows his only hope of saving his loyal bodyguard 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.

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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.

Dabbling in fairy magic has led Artemis Fowl to develop the Atlantis Complex (aka multiple-personality disorder). And now, with the subterranean city of Atlantis under attack from vicious robots, he is too nice to be of use to anyone. Can Holly get devious Artemis back before they strike?

When a twelve-year-old evil genius tries to restore his family fortune by capturing a fairy and demanding a ransom in gold, the fairies fight back with magic, technology, and a particularly nasty troll.

One dark night on the island of Great Saltee, fourteen-year-old Conor is framed for a terrible crime he didn't commit. Thrown into prison by the dastardly Hugo Bonvilain, Conor is trapped in a seaswept dungeon and branded a traitor. He must escape and clear his name; he wants his old life back his family, his friends . . . and his princess. Conor knows there is only one way out. It's an impossible task, which has never been done before. But Conor is determined to do it. He'll have to fly. Swashbuckling new fiction from the amazing Eoin Colfer, ideal for readers aged 11+.

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

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(lower elements police reconnaissance unit).

Movie available from June 12th only on Disney+ The final thrilling Artemis Fowl adventure in Eoin Colfer's globally bestselling series. Let the misadventure begin - for the last time. The thrilling climax to this globally bestselling series - but will it all end happily ever after? Praise for Eoin Colfer: 'A master storyteller' - Julia Eccleshare 'One of the best comic voices in contemporary children's fiction' - Guardian 'Folklore, fantasy and high-tech wizardry... Hugely entertaining' - Observer

Part ghost story, part Nordic mystery - a creepy and chilling tale steeped in Norse myth, perfect for fans of Neil Gaiman and Michelle Paver's DARK MATTER. SEQUEL COMING SOON: The Crooked Mask - Kindle edition now available for pre-order, out 17th Sept 2020 Martha can tell things about a person just by touching their clothes, as if their emotions and memories have been absorbed into the material. It started the day she fell from the tree at her grandma's cabin and became blind in one eye. Determined to understand her strange ability, Martha sets off to visit her grandmother, Mormor - only to discover Mormor is dead, a peculiar boy is in her cabin and a terrifying creature is on the loose. Then the spinning wheel starts creaking, books move around and terror creeps in . . . Set in the remote snows of contemporary Norway, THE TWISTED TREE is a ghost story that twists and turns - and never takes you quite where you'd expect. Praise for The Twisted Tree A creepy and evocative fantasy likely to make readers wary of the shadows in the corner of an eye, The Sunday Times Rattles along with

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proper page-turning pace, The Daily Express Creepy and amazing, MTV UK Creates an atmosphere of Stephen King intensity, The Irish Examiner A terrific read - twisty and scary and instantly gripping, Waterstones (Exeter Roman Gate) A ghost story that will get under the skin of the most hardened reader, Starburst Magazine The perfect book for cold and wintry nights, prepare to be chilled to your very bones, Culturefly 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

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

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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.

A high-energy, laugh-out-loud, fully illustrated adventure story by much-loved actor Stephen Mangan and talented artist Anita Mangan. The last thing Jack expected when he bungee-jumped at the fairground was to go plummeting right through the ground into the weird, wonderful Rooms... There he must face a series of puzzles and traps alongside a mysterious girl called Cally, in order for them to find their way home. Throw in a murderous polar bear, hundreds of tiny yet ferocious lions, some mind-blowing riddles, and get ready for a hilarious, helter-skelter adventure like no other!

Twins Myles and Beckett, Artemis Fowl's younger brothers, return in their third and most outrageous adventure yet.

Thirteen-year-old criminal mastermind Artemis Fowl has constructed a supercomputer from stolen fairy technology. In the wrong hands it could be fatal

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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...?

Soon to be a major film! Join the world of Artemis Fowl, the number one bestseller by Eoin Colfer. AT JUST TWELVE YEARS OLD, ARTEMIS FOWL IS A CRIMINAL GENIUS. No scheme is too dastardly, no plot too devious. And he's just discovered that fairies are real. Poor fairies. But these are not the cuddly creatures of bedtime stories. They are armed. They are dangerous. And when Artemis captures Captain Holly Short for her fairy gold, he messes with the wrong elf. Holly isn't armed but she's incredibly dangerous, and pretty annoyed with all the kidnapping. Artemis Fowl is about to find out that fairies fight back . . . Let the misadventure begin. 'Fast-paced, tongue in cheek . . . laugh-out-loud' - Sunday Times 'A huge hit' - The Guardian 'Artemis is a brilliant creation' - Anthony Horowitz ***Winner of the WHSmith Children's Book of the Year Award and Children's Book of the Year at the Children's Book Awards. Shortlisted for the Whitbread Children's Book of the Year Award.*** This graphic novel adaptation of the internationally best-selling novel offers an exciting look inside both Fowl Manor and Haven City as it follows Artemis Fowl's battle against a cast of

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creatures beyond your wildest imagination.

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 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 . . . Back in Colour, back in Action 'Fast, funny and very exciting.' aily Mail'A brilliantly drawn tale that blends outrageous fantasy with gripping action.' Big IssueEnter Artemis's wicked world at artemisfowl.co.uk

Meet Fletcher Moon. Half-pint schoolboy and fully qualified private investigator. Since graduating online, he has solved all sorts of minor mysteries at school and at home. It was only a matter of time before things got serious. When Fletcher investigates a spate of crimes in the town of Lock, the finger of suspicion is soon pointing in the direction of shady brothers Herod and Red Sharkey.

Grade 5-8-Antihero Artemis Fowl, now 13 years old, is back. He has used stolen fairy technology to create a supercomputer known as the "C Cube," which will render all existing technology obsolete. He meets with Jon Spiro, head of "Fission Chips," with a proposition. For a price, he will suppress his cube, and allow Spiro time to sell his potentially worthless stocks and buy into Fowl Industries. Spiro double-crosses Artemis, and in the ensuing melee he

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steals the C Cube and Artemis's bodyguard, Butler, is murdered. The scene is totally out of James Bond; one fully expects to hear the familiar theme music and to see the credits as it concludes. The action does not let up as Artemis teams with the fairy policewoman Captain Holly Short and other companions to bring Butler back to life, and then to retrieve the Cube from Spiro's Chicago fortress. The plot is filled with crosses and double crosses, unmarked vans, and impenetrable security systems. It's exciting stuff, but the writing is often clichéd at worst, and merely workmanlike at best. Butler's death scene is particularly hackneyed, echoing every overly dramatic death scene one can think of. Still, this latest adventure is sure to be popular with fans of the series.

When the only way to save his mother's life lies with the lemurs he made extinct five years ago, Artemis turns to his fairy friends to take him back in time, where he tries to undo the damage while avoiding his dangerous younger self. Reprint.

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.

Stories within a story, written as separate chapters by ten juvenile authors including Linda Sue Park, Eoin Colfer, and Tim Wynne-Jones, reveal the adventurous life and legacy of George "Gee" Keane, a photojournalist and world traveler.

Ali Cross is back in the New York Times No. 1 bestselling sequel to James Patterson's bestselling mystery for young readers featuring the son of Detective Alex Cross, the lead character in James Patterson's biggest-selling series _____ ALEX CROSS is a genius detective. ALI CROSS is following in his father's footsteps. When Ali sees a friend get hurt, he's the best person to find out who did it. Even if he's only a kid. After all, he's Alex

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Cross's son. Solving crimes runs in the family.

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.

The open door felt like an invitation, or a trap. Bastien wasn't sure which, but with no other choice, he stepped inside...and hoped he'd make it out again alive. Bastien Bonlivre is a boy with a big imagination, determined to finish the story his parents started, left to him in a red notebook. On the other side of Paris, bestselling author Olivier Odieux is struggling to complete his latest novel. Along with his villainous brothers, he is masterminding his greatest plot yet...one that will spread fear throughout the city and beyond. What connects these two stories is a dangerous secret, a hidden mystery and an unexpected race across Paris for the truth. Can Bastien and his friends Alice, Theo and Sami be brave enough to stop Olivier stealing the ending they deserve? A classic adventure story about friendship, hope, bravery and the power of imagination.

Movie available from June 12th only on Disney+ Artemis Fowl: The Eternity Code is the third book in the unbelievably brilliant Artemis Fowl series by Eoin Colfer. Artemis Fowl is attempting to go straight. But there's always time for one last job. Artemis Fowl has created the most powerful new supercomputer known to man - using stolen technology from an elite race of underground fairies. And when the computer falls into the hands of an IT billionaire with a shady past and an alleged mob connection, Artemis is in deep trouble. The consequences for humans and fairies alike are deadly. Only one person, well, fairy, can help him now. If only

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Artemis Fowl wasn't the fairies' public enemy number one . . . 'Grips like an electromagnet until the last word' - Independent 'Engagingly vivid, exciting and witty' - The Telegraph 'Fast, funny and very exciting' - Daily Mail ***Artemis Fowl was winner of the WHSmith Children's Book of the Year Award and Children's Book of the Year at the Children's Book Awards. Shortlisted for the Whitbread Children's Book of the Year Award.***

The second book in the blockbusting new series from the bestselling author of Artemis Fowl.

A magnificent, big-hearted new novel and an astounding achievement ("The Boston Globe," this national bestseller is from the beloved Pulitzer Prize-winning author of "Empire Falls."

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,

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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
Young Artemis has frequently used high-tech fairy magic to mastermind the most devious criminal activity of the new century. Now, at a conference in Iceland, Artemis has gathered the fairies to present his latest idea to save the world from global warming.

Will's brother Marty is always playing practical jokes. But when he tells the bloodcurdling story of the cutthroat pirate Captain Crow, Will is terrified. Is it another one of Marty's tricks, or could Captain Crow's ghost really be out to get him? Spooky, funny fiction – brilliant for boys and girls aged 7–9. Now available in paperback! Fabulous, witty illustrations by Tony Ross throughout.

After his last run-in with the fairies, Artemis Fowl's mind was wiped of memories of the world below ground and any goodness grudgingly learned is now gone with the young genius reverting to his criminal lifestyle.

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.

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