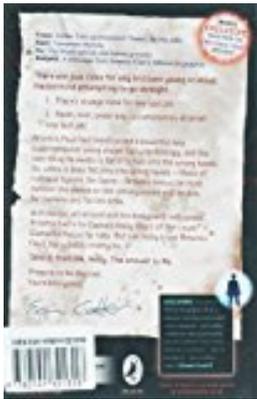


# [PDF] ARTEMIS FOWL - The Eternity Code

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**Books Details:**

Title: ARTEMIS FOWL - The Eternity C  
Author: Eoin Colfer  
Released: 2006-04-06  
Language:  
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**Description:**

In this third installment to Eoin Colfer's funny, fast-paced, fairy-filled adventure series, boy genius and arch criminal Artemis Fowl once again can't resist plotting the perfect crime--and, once again, he can't keep from stirring up so much trouble that the fate of the entire fairy world teeters in the balance.

The once hard-boiled Artemis has softened a bit between and the seat-of-your-pants , and that trend continues in *The Eternity Code*: He's still plotting for a billion-dollar-plus payoff for the Fowl family, but now his enemies are human (chiefly Jon Spiro, a ruthless businessman Artemis tries to blackmail

using stolen fairy technology) and he has to turn to his old adversary-turned-friend Captain Holly Short and cutpurse dwarf Mulch Diggums for help. The dialogue and action prove as smart and page-turning as ever this time around, with Artemis struggling to bring his faithful bodyguard Butler back from the dead before racing Mission Impossible-style to triple-cross the double-crossing Spiro.

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. Artemis has to agree to a memory-erasing "mind wipe" from the People after helping them recover their technology, but only a foolish fan would count Artemis out after this blockbuster "final heist." Book four can't come soon enough.... (Ages 9 to 12) --*Paul Hughes* --This text refers to an out of print or unavailable edition of this title.

**From School Library Journal** 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 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.

*Tim Wadham, Maricopa County Library District, Phoenix, AZ*

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