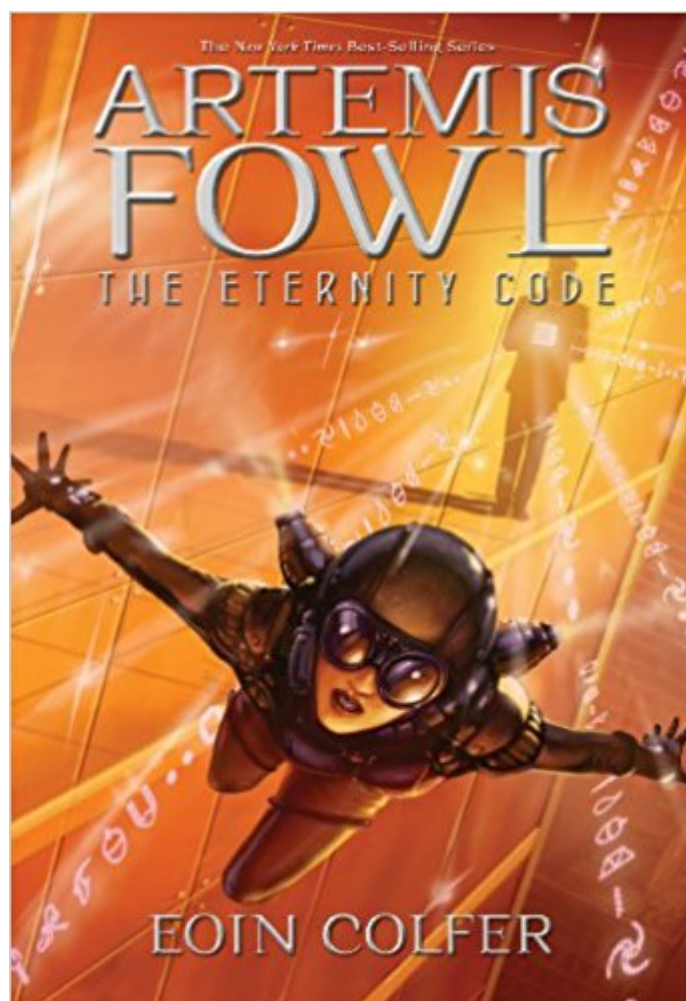


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The Eternity Code (Artemis Fowl, Book 3)



Synopsis

Artemis Fowl is going straight. As soon as he pulls off the most brilliant criminal feat of his career. At least, that's the plan when he attempts to sell his C Cube, a supercomputer built from stolen fairy technology. When his efforts to broker a deal for the Cube with a powerful businessman go terribly wrong, his loyal bodyguard and friend Butler is mortally injured. The only thing that will save him is fairy magic, so once again he must contact his old rival, Holly Short. It's going to take a miracle to save Butler, and Artemis's luck may have just run out.

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Customer Reviews

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 his bestselling debut and the seat-of-your-pants Arctic Incident, 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 the Audio Cassette edition.

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 cliché 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 Copyright 2003 Reed Business Information, Inc. --This text refers to the Audio Cassette edition.

This is a great introduction to Sci-Fi for any kid in love with fantasy. Colfer mixes "real" magic with scientific advancements to create a race of creatures utterly and believably delightful. The snarky and pithy dialogue mixed with potty humor (e.g. a dwarf who eats and digests soil is constantly farting dirt missiles at would-be assailants) is sure to captivate the 9-12 age range of both genders. There is a redemptive quality of the book. There's really only one character (the main female role) that is entirely "good" but nearly every character has positive moral growth even with all the stealing, fighting and poor model behavior throughout.

Every now and then I'm curious to see what I've been missing in children's fictions, and since, I'm very particular about my selections, I seldom let down. I thoroughly enjoyed this book and look forward to reading more from this series. Artemis is a young genius who also happens to be the heir to a

criminal dynasty that's going broke. So Artemis decides to save the family business in the only way he can think of, which is ripping off the fairies that no one believes really exist. I really liked Butler and Holly. The whole story was really cute, and if you don't over think it, the little things shouldn't get you down. I like the idea that the bad guy in this story is a little boy, but I must admit I kept hoping someone would stop to spank him at some point. (Oh no, wonder who I offended with that statement?) In any case, I don't think Artemis is a bad boy. I just think he's a product of his environment, who happens to be desperate and willing to do whatever he thinks is necessary to save his way of life. The story is full of adventure, magic, and oddly enough a little sci-fi. I recommend this to anyone willing to give it a try.

This is a very unique read. It definitely comes off as more of a "boy" book, even though anyone could read it. People who like the whole techie side of things would love Foalíe. There's some humor in this book that adults would appreciate but that might be over a young reader's head. Artemis and his dynamic with his mother are definitely interesting. The fairy/underground world is very well thought-out. I think this book could have been a little shorter and the writing could have been a little tighter, but overall I think Eoin Coffey's contribution to children's literature is innovative and impressive. I might pick up the second Artemis Fowl book, although I haven't decided.

I choose this rating because the book is good. What I like about the book is that Artemis Fowl is going straight as soon as he pulls off the most brilliant criminal feat of his career... At least, that's the plan when he attempts to sell his C Cube, a supercomputer built from stolen fairy technology, to Jon Spiro, one of the most dangerous businessmen in the world. But Spiro springs a trap stealing the C Cube and mortally injuring Butler. Artemis's 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... What I dislike about the book is that I wanted to read more of it. I would recommend this book to other people.

Having read the previous Artemis Fowl books, This book makes a great addition. In book one, Artemis Fowl, I hated Artemis, but eventually grew to admire him for his cunning, and intelligence. Later on I realized something. I was rooting for Artemis to win! For the first time, I actually wanted the "bad guy" to succeed. Then I later grew to realize that, maybe Artemis wasn't such a bad guy

after all. In book two I liked Artemis more and more. Holly also appealed to me, as a spunky fairy who tends to disobey orders for the greater good, I found her to be a quality character. I watched Artemis and Holly slowly bond, and began rooting for them to become friends, I also found it very touching to see how much Artemis cared for his father. Also with the addition of the odd/hilarious dwarf named Mulch, the book had me laughing aloud at parts! In book 3, It became clear that Holly and Artemis were becoming friends. I enjoyed the book thoroughly, but I became very sad towards the end when Artemis had the mind wipe. I could see he was becoming a much better person. I was upset to see Artemis turn back into a criminal, snarky, arrogant teen. In this book I was touched to see him come back, I was very pleased by this book, and happy to see Opal Koboï's plans foiled. I mourned the death of Commander Root, I was touched by his final words. --TheReviewer

Artemis Fowl - The Eternity Code is the third Artemis Fowl book. This is clearly a teen book and not aimed at adults, but I discovered it on a list of books for "those who were going through Harry Potter withdrawals." It isn't Harry Potter by any stretch of the imagination. And it isn't perfect. But it is very readable and with the exception of the over-the-top dwarf character (Mulch Diggums) it is constructed well enough that the story is fun and surprising. I found the second book in the series slightly more enjoyable than the first. This one was good as well, but "killing" characters that do not end up dead at the end of the book is becoming a bit of a literary crutch for Mr. Colfer. I've read through the third book now and have ordered the fourth. They are not great works of art, but certainly readable and worth buying.

It was fun to read Colfer's take on the fey world, and I liked Holly's character a lot. Artemis was a little hard for me to warm up to, but I've heard he gets better as the series continues. At first I thought this was a middle grade book since Artemis is so young, but the swearing and other elements put it more in the YA category. Plus, Artemis is the only young character - the rest of the cast is older. It was a fun world, the pacing was really done well and I'm excited to pick up the next book in the series.

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