



Artemis Fowl: The Eternity Code (Book 3)

By Eoin Colfer

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Artemis Fowl: The Eternity Code (Book 3) By Eoin Colfer

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...?

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Editorial Review

Amazon.com Review

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*

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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From [Booklist](#)

Gr. 6-9. Could this be Artemis Fowl's last caper? His father, who was rescued from the Russian Mafia in *Artemis Fowl: The Arctic Incident* (2002), seems to have turned over a new leaf. But Artemis resolves to do one last job, a job that involves a supercomputer cube he created with stolen fairy technology. Things go totally awry, however, when his proposed pigeon--a billionaire American businessman--turns the tables and Artemis' longtime bodyguard, Butler, is fatally shot. Artemis puts Butler on ice, literally, and calls on Captain Holly Short of the LEPrecon fairy police for help. The existence of the cube is a threat to the fairy world, and Artemis concocts a convoluted scheme to recover it. As in the previous two books in the series, 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. *Sally Estes*

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Users Review

From reader reviews:

Paul Eastman:

Reading a guide tends to be new life style in this era globalization. With reading through you can get a lot of information which will give you benefit in your life. Having book everyone in this world could share their idea. Publications can also inspire a lot of people. Many author can inspire all their reader with their story as well as their experience. Not only the storyline that share in the guides. But also they write about the information about something that you need example of this. How to get the good score toefl, or how to teach your kids, there are many kinds of book which exist now. The authors in this world always try to improve their skill in writing, they also doing some exploration before they write with their book. One of them is this Artemis Fowl: The Eternity Code (Book 3).

Kerry Erdman:

As we know that book is vital thing to add our expertise for everything. By a guide we can know everything you want. A book is a set of written, printed, illustrated as well as blank sheet. Every year seemed to be exactly added. This reserve Artemis Fowl: The Eternity Code (Book 3) was filled concerning science. Spend your spare time to add your knowledge about your science competence. Some people has different feel when they reading some sort of book. If you know how big benefit of a book, you can experience enjoy to read a publication. In the modern era like right now, many ways to get book that you just wanted.

Mary Abrams:

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Eddie Grabowski:

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