

Artemis Fowl Artemis Fowl 1 By Eoin Colfer Bugoutore

Tony Stark is known throughout the world as many things:billinaire, 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-techweapoury. 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.

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.

Eoin Colfer's Artemis Fowl series has enjoyed phenomenal worldwide success and has sold more than nine million copies in the United States alone. For fans eagerly anticipating the release of the Artemis Fowl feature film in 2020, here is a paperback boxed set of the first three books in the series with stunningly redesigned covers, and including a three-chapter sampler of the new Artemis Fowl graphic novel.

Artemis Fowl is at boarding school in Iceland when he receives an urgent video email from Russia. It's a plea from his father, who has been kidnapped by the Russian mafia. As Artemis rushes to his rescue, he is stopped by Captain Holly Short. This time, instead of battling the fairies, he's going to have to join forces with them if he wants to save one of the few people he loves.

Game Changer

Chi Lin

The Artemis Fowl Files

Artemis Fowl (Artemis Fowl, Book 1)

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.

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, 12-jähriges Wunderkind, nutzt seine überragende Intelligenz, um an das Gold der Unterirdischen zu kommen, mit dem er das Familienvermögen aufbessern will. Von einer Heilerin, einer Fee mit magischen Fähigkeiten, erpresst er die Herausgabe eines streichholzgroßes Buchs, dem er die auf ägnomischä verfassten Lebensregeln des Erdvolks entnimmt. A second juvenile genius has discovered that fairies do exist, and she is determined to capture one for scientific study. And not just any fairy. The newcomer intends to trap a demon -- the most human-hating species unknown to man. Only an ancient time spell separates the demons from mankind -- and Artemis must prevent it from unravelling. If he fails, the bloodthirsty tribe will relaunch their quest to wipe every human from the planet.

The Opal Deception

Benny and Omar

Artemis Fowl; Artemis Fowl.

The Amaranth Chronicles

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?

De fleste kender Artemis Fowl, men ved de egentlig, hvordan det unge geni begyndte sin kriminelle la bebane? I denne første historie om Artemis h a rer vi om, hvordan han opdagede feernes underjordiske verden og besluttede sig for at udnytte sin viden til at samle masser af rigdomme. Uden at t ø ve lagde han sig ud med en hær af bevåbnede og farlige feer, pruttende dværge og ekstremt avanceret teknologi. Vi m ø der ogs å Butler, Artemis' kampsportsstrænede livvagt, der viser sig at være en god hjælp under kidnappingen af kaptajn Holly Short fra Nedre Imperiums Sikkerhedspoliti og de efterfø lgende kampe. Eoin Colfer er fø dt i 1965 i Irland. Han er uddannet fra Dublin Universitet, men har rejst og arbejdet over det meste af verden, heriblandt Tunesien, Saudi Arabien og Italien. Indtil Colfer udgav Artemis Fowl-serien, arbejdede han som lærer, men lærergeringen blev tilsidesat, da det blev muligt for ham at skrive p å fuld tid. Serien omhandler og f ø lger den unge Artemis Fowl: en superintelligent knægt, nedstammende fra en familie af forbrydere og svindlere. Det er dog p å samme tid en splittet familie. Artemis' far er forsvundet og hans mor har netop få et et psykisk sammenbrud. Alt sammen efterlændende det helt frit for Artemis at udleve sine forbryderiske evner.

One week after their eleventh birthday, the Fowl twins--scientist Myles, and Beckett, the force of nature--are left in the care of house security (NANNI) for a single night. In that time they befriended a troll who has clawed his way through the earth's crust to the surface. Unfortunately for the troll, he is being chased by a nefarious nobleman and an interrogating nun, who both need the magical creature for their own gain, as well as a fairy-in-training who has been assigned to protect him. The boys and their new troll best friend escape and go on the run. Along the way they get shot at, kidnapped, buried, arrested, threatened, killed (temporarily), and discover that the strongest bond in the world is not the one forged by covalent electrons in adjacent atoms, but the one that exists between a pair of twins.

Toonopolis is a cartoon city that is home to the thoughts and ideas of all sentient beings in the universe. As the center of the Tooniverse, it acts as an other-worldly rest stop for these creations.Chi Lin was the last unicorn on Earth before he sought a safe haven for himself and his maiden, Saucha, a thirteen century Indian girl. Little did he realize that even though they were safe from death in the cartoon universe, they were not safe from the machinations of Agent Mimic on Earth.Gemini, having barely escaped with his mind intact during his first adventure in Toonopolis, returns to the Tooniverse with Jimbob the Talking Eggplant on a quest to find Chi Lin before Mimic can manipulate the unicorn into doing his bidding. Join Gemini on an all new adventure into both familiar and brand-new realms of Toonopolis where he makes more friends, visits old ones, and is reminded that things are not always what they seem to be in this strange and ever-changing world.

The Arctic Incident

Penguin Readers Level 4: Artemis Fowl (ELT Graded Reader)

Artemis Fowl and the Atlantis Complex

Artemis Fowl and the Time Paradox

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 Koboi has escaped from jail, leaving only Captain Holly Short to save Artemis before Opal seeks revenge on him.

From a strikingly original voice in fiction comes the story of Artemis Fowl, a very unusual hero. Artemis combines the astuteness of Sherlock Holmes with the sangfroid of James Bond and the attitude of Attila the Hun. But even Artemis doesn't know what he's taken on when he kidnaps a fairy, Captain Holly Short of LEPrecon Unit. These aren't the fairies of bedtime stories. These fairies are armed and they're dangerous. Artemis thinks he's got them just where he wants them, but then they stop playing by the rules. . . .Full of unexpected twists and turns, ARTEMIS FOWL opens up a riveting world of magic, mystery, and humor.

Now an original movie on Disney+! Twelve-year-old criminal mastermind Artemis Fowl has discovered a world below ground of armed and dangerous--and extremely high-tech--fairies. He kidnaps one of them, Holly Short, and holds her for ransom in an effort to restore his family's fortune. But he may have underestimated the fairies' powers. Is he about to trigger a cross-species war? Disney's "Artemis Fowl" is directed by Kenneth Branagh and stars Ferdia Shaw, Lara McDonnell, Tamara Smart, Nonzo Anozie, with Josh Gad, and Judi Dench.

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 Fowl Twins

Eoin Colfer's Artemis Fowl

The Time Paradox (Artemis Fowl, Book 6)

Artemis Fowl Movie Tie-In Edition (Volume 1)

Un anti héros pétillant de malice, une galerie de personnages décapants, une histoire au rythme débridé... Tout l'univers sophistiqué, unique et enchanteur d'Eoin Colfer. Titre recommandé par le ministère de l'Éducation nationale en classe de 5e.

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What if school was sports, and sports were school? A talented teen athlete questions reality—and the role she plays in it—when a mysterious injury upends her world. Athletics are everything for eighth-grader KT Sutton. She's a softball star, and she's on track to get a college scholarship and achieve international fame. Then one day during a championship game—in the middle of an important play—she suddenly blacks out. When she wakes up, she's in a different world. One where school is class after class of athletic drills, and after-school sports are replaced by popular academic competitions. One where KT is despised for her talent, and where her parents are fixated on her brother's future athletics career rather than KT's softball hopes. KT is desperate to get back to reality as she knew it, but bits and pieces of disturbing memories and dreams make her wonder if something truly awful happened there. What if she's lost something a lot more important than a softball game? From New York Times bestselling author of Sent and Sabotaged, an engaging and highly relevant exploration of society's debate of smarts versus sports.

Criminal mastermind Artemis Fowl has summoned an elite group of fairies to Iceland. But when he presents his invention to save the world from global warming, he seems different. Something terrible has happened to him. Artemis Fowl has become nice.

dl.1

Lost Colony, The (Artemis Fowl, Book 5)

Artemis Fowl and the Eternity Code

Deviant Rising

The Helix was created to revolutionize the way we communicate. But even the purest of intentions can spawn terrible evil. This wasn't what Lithia had in mind when she decided to run away from home. Her ship was not meant to carry a fugitive wanted in two galaxies, or the stowaways running from a war that wasn't hers. She just wanted to live a quiet, peaceful life alongside her brother. But now she knows too much about The Helix, the secret hidden deep within it, and what it would mean for all humankind if she walked away.

Artemis's mother has contracted a deadly disease -- and the only cure lies in the brain fluid of African lemurs. Unfortunately, Artemis himself was responsible for making the lemurs extinct five years ago. Now he must enlist the aid of his fairy friends to travel back in time and save them. Not only that, but he must face his deadliest foe yet ... his younger self.

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 heart-breaking challenges.

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.

Artemis Fowl Book 1 (Promotional Edition)

The Eternity Code

The Seventh Dwarf

Artemis Fowl and the Lost Colony

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?

This title is optimised for colour devices. Evil pixie, Opal Koboi, is back and she's more dangerous than ever. This time she doesn't just want power over the fairy People - this time she wants the humans too. Captain Holly Short is the only fairy with a hope of stopping her, but as Holly knows, it takes one genius criminal mastermind to fight another. But the 14-year-old genius that Holly is thinking of doesn't even remember that fairies exist. How is she going to convince Artemis Fowl to help her stop Opal? Gold usually does the trick, and this time is should be no different. Or is Artemis changing?

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 notorious 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.

ARTEMIS FOWL'S CRIMINAL WAYS HAVE FINALLY GOT THE BETTER OF HIM ... 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. But Artemis is behaving strangely - he seems different. Something terrible has happened to him ... Artemis Fowl has become nice. The fairies diagnose Atlantis Complex (that's obsessive compulsive disorder to you and I) - it seems dabbling in magic has damaged Artemis' main weapon: his mind. Fairy ally Captain Holly Short doesn't know what to do. The subterranean volcanoes are under attack from vicious robots and Artemis cannot fight them. Can Holly get the real Artemis back before the robot probes destroy every human and life form? This eagerly-awaited adventure is now out in paperback with a fabulous new cover-look to celebrate ten years of Artemis action.

Roman

Artemis Fowl 1

WARP Book 1: The Reluctant Assassin

Artemis Fowl

Artemis Fowl (Artemis Fowl, Book 1)Disney-Hyperion

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...

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 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?

Artemis Fowl and the Opal Deception

Artemis Fowl: Books 1-4

Artemis Fowl 3-book Paperback Boxed Set (Artemis Fowl, Books 1-3)

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.

Twelve-year-old criminal mastermind Artemis Fowl has discovered a world below ground of armed and dangerous--and extremely high-tech--fairies. He kidnaps one of them, Holly Short, and holds her for ransom in an effort to restore his family's fortune. But he may have underestimated the fairies' powers. Is he about to trigger a cross-species war?

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.

Graphic novel.

Iron Man: The Gauntlet

The Arctic Incident (Artemis Fowl, Book 2)

Artemis Fowl: The Graphic Novel

Artemis Fowl: A Fowl Adventure

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'Eoin Colfer was born and raised in the south-east of Ireland. Artemis Fowl, his first book featuring the young anti-hero, was an immediate international bestseller and won several prestigious awards. It was followed by The Arctic Incident, The Eternity Code, The Opal Deception and The Last Colony.

Artemis Fowl: Time Paradox, The (new cover)

Toonopolis

Artemis Fowl and the Last Guardian