

## Artemis Fowl Series With Book 1 8

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 mathematics 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.

Is this Armageddon time for Artemis Fowl? Opal Koboi, power-crazed pixie, is plotting to exterminate mankind and become fairy queen. If she succeeds, the

spirits of long-dead fairy warriors will rise from the earth, inhabit the nearest available bodies and wreak mass destruction. But what happens if those nearest bodies include crows, or deer, or badgers - or two curious little boys by the names of Myles and Beckett Fowl? Yes, it's true. Criminal mastermind Artemis Fowl's four-year-old brothers could be involved in destroying the human race. Can Artemis and Captain Holly Short of the Lower Elements Police stop Opal and prevent the end of the world? 'Fast-paced, tongue in check . . . laugh-out-loud.' Sunday Times Enter Artemis's wicked world at [www.artemisfowl.co.uk](http://www.artemisfowl.co.uk) Artemis is at boarding school in Ireland when he suddenly receives an urgent video-email from Russia. In it is a plea from a man who has been kidnapped by the Russian Mafiya: his father. As Artemis rushes to the rescue, he is stopped by captain Holly Short of the LEPrecon fairy police. But this time, instead of battling the fairies, he is going to have to join forces with them if he wants to save one of the few people in the world he loves.

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.

In the future, in a place called Satelite City, fourteen-year-old Cosmo Hill enters

the world, unwanted by his parents. He's sent to the Clarissa Frayne Institute for Parentally Challenged Boys, Freight class. At Clarissa Frayne, the boys are put to work by the state, testing highly dangerous products. At the end of most days, they are covered with burns, bruises, and sores. Cosmo realizes that if he doesn't escape, he will die at this so-called orphanage. When the moment finally comes, Cosmo seizes his chance and breaks out with the help of the Supernaturalists, a motley crew of kids who all have the same special ability as Cosmo—they can see supernatural Parasites, creatures that feed on the life force of humans.

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...

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.

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 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 Lost Colony. 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.

Artemis Fowl's greatest enemy, the evil pixie Opal Koboi, has escaped—and she's out for revenge. Her plan to start a war between the humans and fairies is nearing completion and once again Artemis is caught in the crosshairs. Only this time he has no memory at all of his fairy friend, Captain Holly Short, or her world deep underground. To survive Opal's master plan, Artemis will have to reconnect with Holly and with his own memories. But will even Artemis's keen intellect be enough to outsmart this pixie villain, or has the boy genius finally

met his match?

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?

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?

The second book in the internationally best-selling Artemis Fowl series by New York Times best-selling author, Eoin Colfer, is available as a full-color graphic novel with all-new text and artwork. The world's youngest, brightest, and most dangerous criminal mastermind is back.

Artemis Fowl receives an urgent e-mail from Russia. In it is a plea from a man who has been kidnapped by the Russian Mafiya: his father. As Artemis rushes to his dad's rescue, he is stopped by a familiar nemesis: Captain Holly Short of the LEPrecon fairy police. Now, instead of battling the fairies, Artemis must join them if he wants to save one of the few people in the world he loves. This all-new adaptation with exciting and cinematic full-color artwork will engage fans both old and new and leave them eagerly awaiting the next installment. Artemis Fowl, a major motion picture from Walt Disney Studios, is now streaming on Disney+!

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.

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

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Movie available from June 12th only on Disney+ Artemis Fowl and the Time Paradox is the sixth book in the criminally good Artemis Fowl series by Eoin Colfer. Artemis Fowl is no stranger to trouble. In fact he's a magnet for it. Man-eating trolls, armed and dangerous (not to mention high-tech) fairies, flame-throwing goblins - he's seen the lot. He had decided to forego criminal activity of the more magical kind. However . . . Now his mother is gravely ill. He must travel back through time to steal the cure from the clutches of the devious mastermind . . .

Artemis Fowl. That's right. With fairy ally Captain Holly Short by his side, Artemis is going back in time to do battle with his deadliest enemy yet. Himself. '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.\*\*\*

Artemis Fowl's memories of the fairy race have been wiped, and his one fairy ally, Captain Holly Short, is on the run. He needs his memory back--and fast--because a power-crazed pixie is out for revenge, scheming to overthrow the Lower Elements Police. With Holly gone, Artemis is depending on a flatulent dwarf. Things are about to explode. . .

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,

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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

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?

Artemis has committed his entire fortune to a project he believes will save the planet and its inhabitants, both human and fairy. Can it be true? Has goodness taken hold of the world's greatest teenage criminal mastermind? Captain Holly Short is unconvinced, and discovers that Artemis is suffering from Atlantis Complex, a psychosis common among guilt-ridden fairies - not humans - and most likely triggered by Artemis's dabbling with fairy magic. Symptoms include obsessive-compulsive behavior, paranoia, multiple personality disorder and, in extreme cases, embarrassing professions of love to a certain feisty LEPrecon fairy

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.

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.

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 Disney Electronic Content

Artemis Fowl has created the most powerful new supercomputer known to man--using stolen technology from an elite race of underground fairies. When the computer falls into the hands of an IT billionaire with a mob connection, Artemis is in deep trouble. Only one fairy can help now. If only he wasn't the fairies' public enemy number one. . .

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



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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. Graphic novel.

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 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 has committed his entire fortune to a project he believes will save the planet and its inhabitants, both human and fairy. Can it be true? Has goodness taken hold of the world's greatest teenage criminal mastermind? Captain Holly Short is unconvinced, and discovers that Artemis is suffering from Atlantis Complex, a psychosis common among guilt-ridden fairies - not humans - and most likely triggered by Artemis's dabbling with fairy magic. Symptoms

include obsessive-compulsive behavior, paranoia, multiple personality disorder and, in extreme cases, embarrassing professions of love to a certain feisty LEPrecon fairy. Unfortunately, Atlantis Complex has struck at the worst possible time. A deadly foe from Holly's past is intent on destroying the actual city of Atlantis. Can Artemis escape the confines of his mind – and the grips of a giant squid – in time to save the underwater metropolis and its fairy inhabitants? New York Times best-selling author Eoin Colfer delivers a knockout, fast-paced, and hilarious adventure in Artemis Fowl: The Atlantis Complex, the seventh book in the blockbuster series. 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.

After his last run-in with the fairies, Artemis had his mind wiped of his memories of the world below ground. But they have not forgotten about him. Once again, he must stop the human and fairy worlds from colliding - only this time, Artemis faces an enemy who may have finally outsmarted him.

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.

And Another Thing ... will be the sixth novel in the now improbably named Hitchhiker's Guide to the Galaxy trilogy. Eight years after the death of its creator, Douglas Adams, the author's widow, Jane Belson, has given her approval for the project to be continued by the international number one bestselling children's writer, Eoin Colfer, author of the Artemis Fowl novels. Douglas Adams himself once said, 'I suspect at some point in the future I will write a sixth Hitchhiker book. Five seems to be a wrong kind of number, six is a better kind of number.' Belson said of Eoin Colfer, 'I love his books and could not think of a better person to transport Arthur, Zaphod and Marvin to pastures new.' Colfer, a fan of Hitchhiker since his schooldays, said, 'Being given the chance to write this book is like suddenly being offered the superpower of your choice. For years I have been finishing this incredible story in my head and now I have the opportunity to do it in the real world.' Prepare to be amazed...

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.

