

## Artemis Fowl Eternity Code Graphic Novel

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**MOHAMMED BARRON**

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Artemis Fowl Random House Australia

In the tradition of Star Wars, a galaxy-hopping space adventure about a galactic kingdom bent on control and the young misfit who must find the power within before it's too late. SyFy Wire—January Sci-Fi and Fantasy Books to Pick Up as soon as Possible The Verge—18 Science Fiction and Fantasy Books to Read in January Chicago Review of Books—Best New Books of January Cade Sura holds the future of the galaxy in his hands: the ultimate weapon that will bring total peace. He didn't ask for it, he doesn't want it, and there's no worse choice to wield it in all of space, but if he doesn't, everyone's totally screwed. The evil Praxis kingdom is on the cusp of having every star system under its control, and if that happens, there'll be no contesting their cruel reign. Especially if its fanatical overlord, Ga Halle, manages to capture Cade and snag the all-powerful weapon for herself. Cade can't hide from Praxis, and he can't run from the destiny that's been shoved into his hands. So he only has one option: He has to fight. Cade's not going to let destiny send him on a suicide run, though. With some help from his friends—rebels and scoundrels alike—Cade's going to use this weapon to chart a new destiny for the galaxy, and for himself. He just has to do so before everyone around him discovers that he's a complete and total fraud. Blending the space operatics of Star Wars and the swagger of Guardians of the Galaxy, Black Star Renegades is a galaxy-hopping adventure that blasts its way from seedy spacer bars to sacred temples guarded by deadly creatures—all with a cast of misfit characters who have nowhere to go and nothing to lose.

We Are Mayhem Disney Electronic Content

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...?

**The Eternity Code** The O'Brien Press

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 befriend 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.

Artemis Fowl The Eternity Code Graphic Novel (Artemis Fowl) Marvel Comics Group

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: The Eternity Code Graphic Novel** Disney Electronic Content

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.

**The Fowl Twins** Turtleback Books

It's 1008 AD, and after being injured in a raid that goes horribly wrong, Tor Scaldbane is

devastated at losing his chance to be a legendary warrior. But then he remembers the sagas of his ancestors; glorious, bloody battles, ancient heroes, powerful gods ... and realizes that all might not be lost after all...

*Viking Blood* Disney Electronic Content

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.

*Eoin Colfer: Artemis Fowl: The Eternity Code: The Graphic Novel* Penguin UK

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: A Fowl Adventure** Corgi

Now in e-book form for the first time: a stunning graphic-novel adaptation of the megaselling Artemis Fowl and the Eternity Code! This adaptation of his genre-busting, award-winning Artemis Fowl series has been a labour of love for lifelong graphic novel fan Eoin Colfer, and Andrew Donkin. Art by Giovanni Rigano and colour by Paolo Lamanna. 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 . . . ? 'Reads like the fastest, punchiest comic strip you've ever come across' - Daily Telegraph 'Artemis is a brilliant creation' - Anthony Horowitz 'Fast-paced, tongue-in-cheek, with some laugh-out-loud jokes. Smart and page-turning' - The Sunday Times

Artemis Fowl The O'Brien Press

The third 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. \*"Readers will burn the midnight oil to the finish." -- Publishers Weekly (starred review) Artemis Fowl is going on the straight and narrow--as soon as he pulls off the most brilliant criminal feat of his career . . . but his plan goes awry, leaving his loyal bodyguard, Butler, mortally injured. Artemis's only hope of saving his friend is to employ fairy magic, so once again he must contact his old rival, Captain Holly Short of the LEPrecon fairy police. It's going to take a miracle to save Butler, and Artemis's luck may have just run out. . . . This all-new adaptation with exciting and cinematic full-color artwork will engage fans both old and new. Artemis Fowl, a major motion picture from Walt Disney Studios, is now streaming on Disney+! Complete your Artemis Fowl graphic novel collection with: Artemis Fowl: The Graphic Novel by Eoin Colfer, adapted by Michael Moreci, illustrated by Stephen Gilpin The Arctic Incident: The Graphic Novel by Eoin Colfer, adapted by Michael Moreci, illustrated by Stephen Gilpin Eoin Colfer Artemis Fowl: the Eternity Code: the Graphic Novel Disney-Hyperion The second entry in the Star Wars-inspired series that Nerdist calls "the next big thing." Though the ragtag group of misfits known as the Black Star Renegades won a decisive battle by destroying Ga Halle's War Hammer, the war is far from over. In response to losing the crown jewel of its fleet, the evil Praxis empire has vengefully reinforced its tyranny across the galaxy--but its rule won't be

had so easily. Led by hotshot pilot Kira Sen, a growing rebel force stands in the way of Praxis's might. Not only do they possess the will to fight for galactic freedom, they also possess the ultimate ace in the hole: The mythical Rokura, the most powerful weapon ever known. Too bad Cade Sura hasn't figured out to use it. As Kira wages an increasingly bloody war against Praxis, Cade is left with only once choice: With Ga Halle scouring every star system for the coveted weapon, Cade embarks on a dangerous mission into uncharted space to discover the Rokura's origins. Only then can he learn how it can be wielded. Because if he doesn't, all hope for the galaxy might be lost.

*The Wish List* Disney-Hyperion

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?

Half Moon Investigations Disney Electronic Content

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, 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 Artemis Fowl HarperCollins

Meg Finn is in trouble. Unearthly trouble. Cast out of her own home by her stepfather after her mother's death, Meg is a wanderer, a troublemaker. But after a botched attempt to rob a pensioner's flat, Meg, along with her partner in crime, Belch, ends up in a very sticky situation. Meg's soul is up for grabs as the divine and the demonic try every underhanded ploy imaginable to claim it. Her only chance for salvation is the Wish List. But how can she persuade the pensioner Lowrie to help her when she has wronged him? And even if she can persuade him, will she really have enough good points to face up to St Peter? An unforgettable and gritty tale of life, death and an unexpected hereafter.

*The Supernaturalist* Penguin UK

With a stunning cover design inspired by the iconic fashion featured in the book, this beautiful hardback edition is a special Puffin Classic created in partnership with the world-famous V & A Museum. Featuring an exclusive foreword by Elisabeth Murray, an Assistant Curator in the Fashion, Textiles and Furniture Department at the V&A. You never know where you'll find yourself in Alice's Adventures in Wonderland by Lewis Carroll! On an ordinary summer's afternoon, Alice tumbles down a hole and an extraordinary adventure begins. In a strange world with even stranger characters, she meets a grinning cat and a rabbit with a pocket watch, joins a Mad Hatter's Tea Party, and plays croquet with the Queen! Lost in this fantasy land, Alice finds herself growing more and more curious by the minute . . .

The Dog Who Lost His Bark St. Martin's Press

Riley, an orphan boy living in Victorian London, has achieved his dream of becoming a renowned magician, the Great Savano. He owes much of his success to Chevie, a seventeen-year-old FBI agent who traveled from the future in a time pod and helped him defeat his murderous master, Albert Garrick. But it is difficult for Riley to enjoy his new life, for he has always believed in his

heart of hearts that Garrick will someday, somehow, return to seek vengeance. Chevie has assured Riley on numerous occasions that Garrick was sucked into a temporal wormhole, never to emerge. The full nature of the wormhole has never been understood, however, and just as a human body will reject an unsuitable transplant, the wormhole eventually spat him out. By the time Garrick makes it back to Victorian London, he has been planning his revenge on Riley for half a century. But even the best-laid plans can go awry, and when the assassin decides to include Chevie in his retaliation, the three are tossed once more into the wormhole with no idea where—or when—they will end up.

Artemis Fowl Disney-Hyperion

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 maniacal 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.

WARP, Book 3: The Forever Man Disney Electronic Content

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. Now, the tainted time spell is deteriorating and demons are being sucked back into the present space and time. The fairy Council is naturally concerned about this and is monitoring any materializations. When the spell's deterioration accelerates, the materializations become unpredictable. Even the fairy scientists cannot figure out where the next demon will pop up. But someone can. Artemis Fowl, teenage criminal mastermind has solved temporal equations that no normal human should be intelligent enough to understand. So when a confused and frightened demon pops up in a Sicilian theatre, Artemis Fowl is there to meet him. Unfortunately, he is not the only one. A second, mysterious party has also solved the temporal equations, and has managed to abduct the demon before Artemis can secure him. This is a disaster for the fairy people, as this demon was no ordinary fairy. He was the last demon warlock, the one who held the key to the survival of the entire demon race. It is up to Artemis and his old comrade, Captain Holly Short, to track down the missing demon and rescue him, before the time spell dissolves completely and the lost demon colony returns violently to Earth.

Benny and Omar Disney Electronic Content

In the future, in a place called Satellite 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.

Highfire Disney Electronic Content

The Terminal Man is the extraordinary story of Mehran Karimi Nasseria, better known as 'Sir Alfred' of Charles de Gaulle Airport. airport's Terminal One building, trapped in international no-man's land without the proper documentation needed to move on. he received an even greater shock when the woman he regarded as his mother told him he wasn't her son, but the result of a union between his father and a British nurse. A deal was agreed for Sir Alfred to disappear overseas to England and his family would pay for his studies. After a year at university, his family broke all contact and he returned to Iran where he was imprisoned for his political activism, was arrested and tortured. He was then expelled from Iran with a passport valid for just one year - so he was now a stateless person. his documents. He boarded a plane to London but without the appropriate documentation was sent straight back to Paris. On trying to leave the airport he was arrested and sentenced as an illegal immigrant, and served six months in jail. to enter any other country. Fearing arrest if he left the terminal building but unable to board a flight, he was trapped there for years. newspapers and magazines stored in cargo boxes and his extensive diary. As Sir Alfred remained trapped between countries his fame began to spread. There have been numerous press and magazines articles around the globe; he receives hundreds of letters from well-wishers as well as his visits and has also featured in three documentary feature films about his plight as the world's only celebrity homeless person. media magnet and, most of all, delayed passenger, The Terminal Man tells Sir Alfred's incredible and unique life story in his own words.