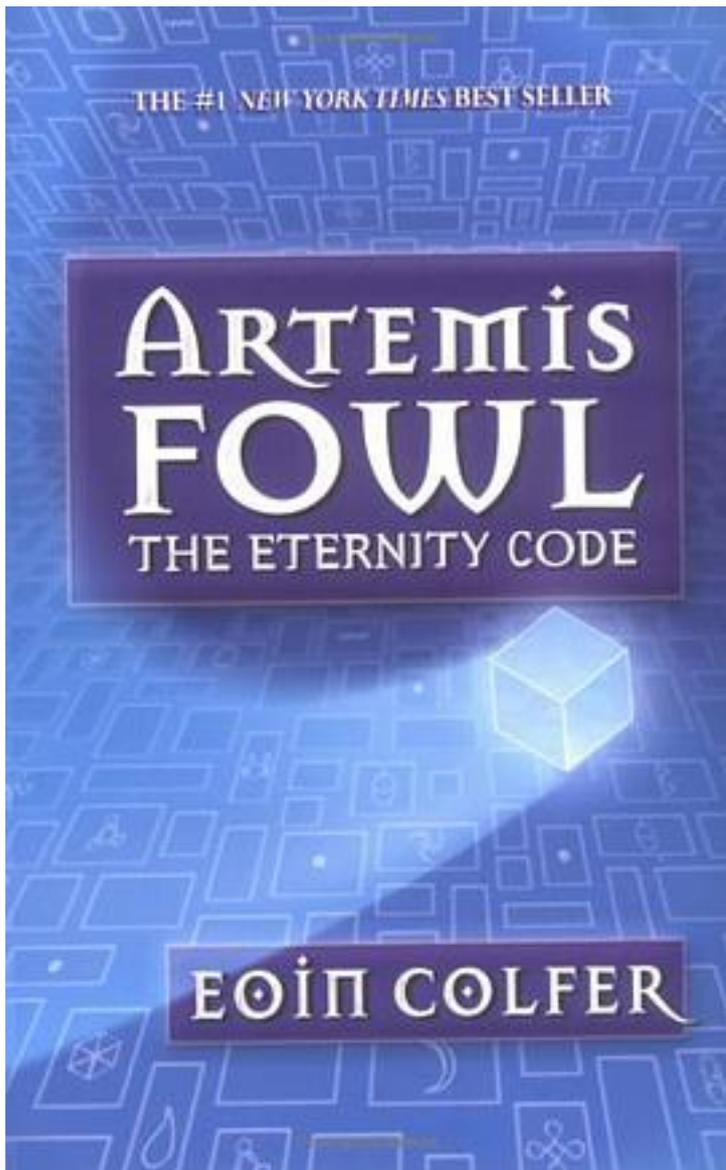


# The Eternity Code



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### Book Description

After being held prisoner for years, Artemis Fowl's father has finally come home. He is a new man--an honest man, much to Artemis's horror. He makes his son promise to give up his life of crime, and Artemis has to go along with it. But not until he has completed one last scheme.

Artemis has constructed a super-computer from stolen fairy technology. Called the "C Cube," it will render all existing human technology obsolete. He arranges a meeting with a powerful Chicago businessman, Jon Spiro, to broker a deal for the C Cube. But Spiro springs a trap--he steals the C Cube and mortally injures Butler. Artemis knows his 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 just run out. . .

### About Artemis Fowl

Artemis Fowl is a series of fantasy novels written by Irish author Eoin Colfer. They star child criminal mastermind Artemis Fowl. The series is written in a half-serious language alternating with dark moments, a style favoured by a number of popular children's authors, including J. K. Rowling ( Harry Potter ) and Roald Dahl ( The Witches ).

Artemis, the main character, is a rather ruthless but extremely intelligent young criminal whose main goal is the acquisition of money through various ingenious ventures, (although his values change towards the 5th book). The author of the series summed up his books with the line, " Die Hard with fairies."

### Amazon.com

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

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

From AudioFile

[Editor's Note: This is a combined review with ARTEMIS FOWL and THE ETERNITY CODE.]--Colfer's series features two complex societies: the wealthy, if felonious, above-ground world of the human Fowl family and the elaborate, technologically advanced underground world of the fairies. Artemis Fowl, the 12-year-old scion of a famous Irish crime family, sets out to restore the ancestral fortunes depleted by his father's supposed death at the hands of the Russian mafia. The young criminal mastermind's plan rests on the kidnap and ransom of a fairy. The ransom demanded will be fairy gold. Into this world of adventure, corruption, and extraordinary technology comes narrator Nathaniel Parker, who has a distinct voice for everyone--from the young Master Fowl to the kidnapped LEPrecon (Lower Elements Police) Captain Holly Short and the astonishing computer genius of the fairy world, the centaur Foaly. Parker creates a complete pantheon of accents and pacing to

complement Colfer's worlds. The sequels, in which Artemis--strangely developing what appears to be a conscience--invokes the help of the fairies to save his father (THE ARCTIC INCIDENT) and to rescue both the humans and fairies from the evil Jon Spiro (THE ETERNITY CODE) maintain the impeccable voicing and pacing developed in the first book. The recurring characters are instantly recognizable from one book to the next, encouraging the listener to suspend disbelief and become completely immersed in the escapades, often laced with humor, of Artemis and his various companions. While the pronunciation the Vietnamese surname "Nguyen" may startle some listeners, and the 1940s-style Asian accent is somewhat stereotypical, this does nothing to diminish the rip-roaring adventure. Parker's splendid narration should lead to family listening that might just encourage discussion of truth, friendship, and loyalty. S.G. Winner of AudioFile Earphones Award

Book Dimension

length: (cm)17.5 width:(cm)10.7

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