

The Eternity Code Study Guide

The Eternity Code by Eoin Colfer

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Plot Summary

"The Eternity Code" by Eoin Coiffer is the third book in the Artemis Fowl series. After Jon Spiro steals the C Cube, a super computer built by Artemis Fowl using fairy technology, the fairies must help Artemis retrieve it, lest Spiro learn the secrets of their existence. "The Eternity Code" is an entertaining account of the criminal ventures of a thirteen-year-old genius.

Artemis meets with Spiro to offer to keep the C Cube off the market for a year so that Spiro can sell his stock. Spiro however steals the Cube, deciding to keep the technology himself, and orders Blunt to kill Artemis and Butler. Butler is shot, but Artemis freezes him in a cryogenic mobile unit and contacts the fairies, who are already on alert because the C Cube pinged their security system. Holly heals Butler and agrees to help Artemis retrieve the Cube for fear Spiro will learn about the fairies, but after the mission, Artemis and Butler must submit to a mind wipe to purge their memories of anything related to the fairies.

In Chicago, Spiro is furious that his tech department cannot unlock the eternity code on the C Cube, so he sends Loafers and Mulch to kidnap Artemis so he can force him to unlock the Cube. Having worked with and befriended Artemis before, Mulch warns Artemis and becomes involved in the plan to retrieve the C Cube. Artemis agrees to unlock the Cube for Spiro, enlisting the aid of Holly, Mulch, and Juliet Butler in his plot to steal the Cube back. He leaves Butler behind to hide records of their fairy knowledge in hopes of retrieving it after the mind wipe. Upon arriving at the Spiro Needle, Artemis delays unlocking the C Cube until the next day, allowing Holly, Juliet and Mulch to break into the Spiro Needle using information gathered from the surveillance technology planted on Artemis.

Holly breaks into Spiro's room to copy his iris scan and borrow his thumb to unlock the vault, but when she returns the thumb, she realizes that Spiro left a double in his room. Meanwhile, as Artemis tries to retrieve the C Cube, Spiro appears, explaining that he used a double because he suspected Artemis of scheming to retrieve the Cube. He forces Artemis to unlock the eternity code, but Artemis opens the Cube to Foaly who reports to Spiro. Mesmerized by Holly, Pex and Chips suggest Spiro should use the Cube to steal projects from his main competitor, Phonetix. However, the Cube must be on site to access the closed system, so Spiro leads the group to Phonetix where Juliet dials 911. Using fairy technology and a quick wit, Artemis and his friends retrieve the C Cube, erase Artemis from the surveillance footage inside Phonetix, and set Spiro and his cohorts up to be arrested. Back in Ireland, Foaly performs a mind wipe on Artemis, Butler and Juliet, erasing their knowledge of the fairies. Luckily, Artemis gives Mulch a gold coin encrypted with a copy of his fairy data, instructing Mulch to return it to Artemis in several years so that he can restore his memories.



Prologue

Prologue Summary

"The Eternity Code" by Eoin Coiffer is the third book in the Artemis Fowl series. After Jon Spiro steals the C Cube, a super computer built by Artemis Fowl using fairy technology, the fairies must help Artemis retrieve it, lest Spiro learn the secrets of their existence. "The Eternity Code" is an entertaining account of the criminal ventures of a thirteen-year-old genius.

In an excerpt from Artemis Fowl's diary, disk 2 (encrypted), Artemis explains that his business enterprises have thrived without parental influence for the past two years. He has sold the pyramids, forged and auctioned "Lost Diaries of Leonardo da Vinci", and even separated the fairy people from a large portion of their gold. Sadly, his freedom to plot is nearly at an end; his father is still unconscious at a hospital in Helsinki where he is recovering from a two-year imprisonment by the Russian mafia, but he will soon awaken and resume control of the Fowl finances. With two parents at Fowl Manor, it will be impossible for Artemis to conduct his illegal ventures undetected. It was not a problem before since his father was a bigger crook than he, but Mother has decided that the Fowls are going straight. Artemis still has time for one last job. He does not think his mother or the fairy folk would approve, so he just will not tell them.

Prologue Analysis

This novel begins with a Prologue which consists of an excerpt from the diary of Artemis Fowl, the main character and protagonist. Artemis mentions his successful, but illegal, business adventures. The most important example is the fact that he separated the fairy people from a large portion of their gold, as this indicates the existence of the fairies as well as Artemis's previous interactions with them. Unfortunately, Artemis's father has awakened after two years and will soon return home, making it difficult for him to continue his criminal projects since his parents have decided that the family is going to operate legally from now on. Artemis's announcement that he has time for one last job foreshadows that the novel will focus on this last job, and his belief that the fairy folk would not approve foreshadows that this last job will involve the fairies.



Chapter 1

Chapter 1 Summary

In Knightsbridge, London, Artemis looks forward to his seafood lunch as he waits for his business contact to arrive while his bodyguard, Butler, inspects the restaurant for potential dangers. After Artemis orders his lunch, Jon Spiro enters with his security guard, Arno Blunt. Jon insists on getting down to business immediately, so Artemis presents him with a blue cube which reveals a screen and speakers when he pushes a button, and Artemis explains "this little box can read any information on absolutely any platform, electronic or organic" (page 10). The C Cube, named because it sees everything, will render all other technology obsolete as it is decades ahead of its time. Spiro asks for a test, but as Artemis scans for surveillance beams, he realizes that the fairy technology is picking up LEP technology belowground and will need to be remedied lest it fall into the wrong hands. Artemis offers to keep the C Cube off the market for a year to allow Spiro sell his stocks, but Spiro decides to take the Cube now, ignoring Artemis's warning that he will not be able to unlock it. Spiro exits with the Cube, leaving Blunt behind to kill Artemis and Butler and also informing them that the restaurant's customers are all hired assassins. Artemis cannot believe that he is going to die, but luckily, Butler engages the grenade attached to the underside of the table, exploding and knocking the assassins unconscious. While Butler checks the kitchen to ensure that Artemis is safe, Blunt appears, announcing he always wears earplugs before a potential fire fight and that he will kill Artemis and then Butler. He aims and fires.

Chapter 1 Analysis

Part 1: Attack begins with Chapter 1: The Cube which opens in Knightsbridge, London as Artemis prepares for his business meeting with Jon Spiro. Butler, his bodyguard, reminds him to wear earplugs, and when Artemis objects that this is a legal business meeting in daylight, Butler argues that assassins like to catch their targets unaware and Jon Spiro is a powerful man who may have many enemies. This precaution foreshadows the danger that Artemis is in by meeting with Spiro, though the source of that danger is unexpected. When Spiro and Blunt arrive, Artemis shows them the C Cube, a super computer years ahead of its time because it was created using fairy technology. Spiro asks how a thirteen-year-old boy came upon such technology, but Artemis simply answers that he is a smart boy since he cannot admit that he build it using components of fairy technology. Spiro asks Artemis to scan for surveillance beams directed at the building as a test, but Artemis quickly mutes the Cube as it picks up on Lower Elements technology, knowing he will have to remedy that situation or the Cube could lead humans to the fairies if it falls in the wrong hands. When Spiro asks Artemis's price, Artemis says there is not enough money in the world for him to sell it; he is offering to keep the Cube off the market for a year to allow Spiro to sell his stocks before they crash and invest in Fowl Industries for the cost of one metric ton in gold.



Spiro threatens to take the Cube now, but Artemis warns him that the technology is beyond anything his engineers have ever seen, plus it is coded to Artemis's voice. Spiro is infuriated when Artemis mocks his team of engineers since they are years behind Phonetix, Spiro's biggest competitor who constantly beats his company; this foreshadows Phonetix's importance in Artemis's scheme to retrieve the C Cube. Spiro announces that he needs to leave before the CIA tracks him, but he leaves Blunt behind. Realizing the situation is not going according to plan, Artemis reminds Spiro that they are in a public place, but Spiro says he likes Artemis, but the boy does not have the guts to kill anyone. He also tells Butler that Blunt is not his only defense, and when he snaps his fingers and every customer in En Fin draws a weapon, Artemis realizes how much trouble he is in, although he is furious since he has never before been outsmarted by another human. Pocketing the Cube, Spiro mocks Artemis for having a girl's name before leaving, which later comes into play when Artemis defeats Spiro's schemes with his own. Artemis tries to convince the group to come to an arrangement, but Butler shushes him, informing him they are professionals and cannot be bargained with. Blunt announces that they will kill Artemis and Butler, refusing Butler's offer of a one-on-one battle because the deal is that he will shoot Butler who will die. Artemis cannot believe he is going to die. While attaching a silencer to his pistol, Butler utters the code for the fairy sonix grenade which is magnetized to the underside of the table which explodes, shattering windows and throwing people into walls. Butler folds Artemis into his arms to protect him as all the assassins go down, showing his loyalty and devotion to his Principal. Unfortunately, while Butler is checking the kitchen for any other dangers, Blunt stands, having protected himself with earplugs, and he aims his gun at Artemis, foreshadowing that Blunt is going to shoot Artemis.



Chapter 2

Chapter 2 Summary

The C Cube's can unintentionally breaches the surveillance technology in the Lower Elements, where the fairies dwell underground. This causes a citywide lockdown, and after subduing her current prisoners, Captain Holly Short rushes to Police Plaza. Mr. Foaly, a centaur in charge of their technology, enters with an armful of disks, explaining that he advised Chairman Cahartez to initiate the lockdown on the basis of these readings; they have been pinged, meaning they have been detected by a human. Foaly does not know who since the ping only lasted several seconds, was untraceable and had no recognizable signature; however, it downloaded information from all of their surveillance cameras. It came from nowhere, and Foaly has no knowledge of this kind of technology so he is unsure whether it is human. He suggests that the best-case scenario is that this person can learn all about their civilization and do whatever he wants with them. Commander Root summons Holly to his office, explaining that the signal originated in London, so he wants Holly to go topside and wait so they have someone on site ready to go in case they get pinged again.

Chapter 2 Analysis

Chapter 2: Lockdown changes locations to Haven City where the fairies live. This chapter serves to introduce two important characters in this novel: Holly and Foaly. In Haven City, the Lower Elements, the Cube's scan for surveillance has far-reaching repercussions, though Artemis does not intend this. The probes reach deep underground to the Lower Elements. Captain Holly Short is helping with Operation Mop-Up since the recent goblin uprising, and she and Corporal Grub Kelp are escorting four rowdy goblin hoods to Police Plaza for processing when every light in the city goes out. The magnastrap's power also fails, leaving them stranded in the middle of the frozen highway. Since the only reasons for a citywide lockdown are flood, quarantine or discovery by humans, Holly knows this must be related to humans. Because she is not using a regulation vehicle, she is not cleared for emergency powers. The goblins try to burn their way out of the car, so Holly fires into the fire extinguisher which eliminates the threat. She then leaves Grub in charge of the prisoners so she can rush to headquarters. Police Plaza is packed with curious citizens, but Holly forces her way to the situation room where the captains are all gathered, along with three regional commanders and all seven Council members. After Foaly explains that they have been pinged, he sends Holly to the surface to be prepared to find and intercept the source of the ping should it happen again. As Commander Root warns that the future of their civilization could depend on her presence, Holly feels the weight of responsibility settling on her shoulders.



Chapter 3

Chapter 3 Summary

As Butler evaluates the dangers in the kitchen in Knightsbridge, he is ashamed when he realizes he left Artemis unguarded, so he rushes from the kitchen just as Blunt fires his gun, giving Butler just enough time to jump in front of Artemis, taking a fatal bullet a half-inch below his heart. Determined to save Artemis, he fires six times at Blunt, clipping Blunt's temple but knowing that he is in no condition to fulfill his contract and must leave Artemis alone, though Artemis is not just a Principal but his only true friend. Artemis is injured from being thrown into the dessert cart, and he praises Butler's shooting when he sees Blunt unconscious on the floor; however, when he realizes that Butler is bleeding, he represses the instinct to hold his friend and cry, knowing it is time for quick thinking. After telling Artemis goodbye, Butler's hand drops, and he is gone. Recalling how Holly Short saved Butler when he nearly died last year, Artemis realizes that time is the enemy which he must stop while he figures out how to contact the fairies.

Determined to expand Butler's time, Artemis arranges to rent a cryogenics mobile unit for the night, giving him time to contact the fairies. At Stonehenge in Southern England, Holly arrives on the surface and straps on her wings, activating her shield so she is invisible. She is happy to be aboveground again, despite the situation, because she was born to do Recon. After situating Butler in Ice Age Cryogenics' mobile unit, Artemis promises that Butler will be gone by morning, but first, he must make a special phone call. While flying over London, Holly receives a call from Foaly telling her that a call was recently made from a cryogenics institute in London that contained a string of words related to fairies, though it made no sense. Though Holly suspects it is a false alarm, she takes the coordinates and heads to Ice Age Cryogenics.

While waiting in hopes that the fairies will arrive, Artemis thinks about how the fairies healed his father and his fears that the healing magic would affect his father's mind; however, when his father hugs him and notes that Artemis has become a young man, Artemis forgets all of his plots and schemes because he finally has a father again. Artemis's reminiscences are interrupted when Holly arrives. After Artemis tells her what has happened, she claims that she cannot help Butler, but when they call Foaly, he agrees to help, warning that the effects could be catastrophic. Leaving Artemis outside, Holly heals Butler, but the Kevlar from his vest integrated with his skin which will make it difficult for him to breathe, and he has aged nearly fifteen years. While he waits for Holly to heal Butler, Artemis thinks about how his father became concerned with family once he woke. He even told Artemis that he plans for the Fowls to leave the criminal empire because gold and power are not all-important, but Artemis doubts the Fowls can ever become a normal family as his father wants. When Holly tells Artemis that Butler is alive, Artemis is relieved as he rushes into the mobile unit, but when he realizes that Butler seems to have aged significantly, Foaly suggests this happened because the healing used some of Butler's life force because Holly's magic was not enough to restore his life. When Holly claims she needs to return to her mission, Artemis asks if something got past Foaly's defenses, so Holly flies Artemis and Butler to Fowl Manor in



Ireland. Artemis explains everything that happened with Jon Spiro, and Foaly notes that Spiro will eventually learn about the People since they cannot deflect their own technology, and he cannot see such a shady person allowing them to live in harmony, so they need to retrieve the C Cube. Artemis assures them that they have some time because the C Cube is encrypted with an eternity code; still, the information is not useless as it will lead Spiro's research team in interesting directions. Yet, he knows there is no need to search for Spiro because he is certain that Spiro will search for Artemis to unlock the full potential of the C Cube once he learns that Artemis is still alive. When Holly notes that a team of hit men could come at any time and it would be helpful to have someone like Butler, Artemis informs her that there is more than one Butler in the family as he picks up the wall phone.

Chapter 3 Analysis

Chapter 3: On Ice returns to the restaurant in Knightsbridge, London where the sonic blast from Butler's grenade destroyed the kitchen, and as he evaluates the threats, Butler thinks of his sensei Madame Ko's two maxims which he has broken: he left his Principal, Artemis, unguarded and he has developed an emotional attachment to his Principal. Ashamed, he rushes from the kitchen as Blunt explains that he always wears earplugs, and as he fires at Artemis, Butler jumps in front of the bullet without hesitation, allowing it to penetrate his Kevlar vest and enter his chest a half-inch below his heart, a fatal wound. This demonstrates Butler's loyalty and professionalism while foreshadowing Artemis's goal to save his beloved bodyguard. Furthermore, Butler ensures that Blunt is incapacitated before allowing him to lose consciousness. Artemis is proud of his bodyguard's shooting abilities, but when he realizes that Butler has been shot, he is distraught and begins searching his brain for a solution. He cannot repress his tears as Butler tells him goodbye, revealing his first name, Domovoi, something he would never reveal unless it no longer mattered. Butler tells Artemis goodbye and dies, foreshadowing the need for something inhuman to save the bodyguard, and this foreshadowing is immediately furthered and clarified as Artemis recalls how Holly Short saved Butler's life last year. Deciding that cryogenics is the only chance, he carts Butler to the freezer, fleeing before the police arrive. At Harrods, he calls Detective Inspector Justin Barre of the New Scotland Yard and convinces him to keep the police away from the freezer at En Fin, and Barre agrees to make sure Artemis has time to retrieve whatever is in the freezer at 6:30. Artemis turns to Ice Age Cryogenics as it is the only cryogenics center in the city with free units. He convinces Dr. Lane to rent him a chamber for one night, assuring her that no one will be hurt. Meanwhile, Holly reaches the surface at Stonehenge; she is happy to be aboveground again. In Knightsbridge, nearly two hours after Butler was shot, Artemis uses Ice Age's mobile unit to retrieve Butler. Barre is upset by Butler's apparent death, and he promises to try to catch Blunt after Artemis explains what has happened. Dr. Lane injects Butler with glucose, but Artemis forbids her from lowering his body temperature, promising he will be fine in a few hours. Dr. Lane objects that current medical practices cannot heal Butler's injury, yet Artemis instructs her to park the unit outside and forget about it, promising Butler will be gone in the morning. First, he asks to use her phone for a very special call, foreshadowing Artemis's attempt to contact the fairies. This foreshadowing is soon



fulfilled when Foaly contacts Holly to send her to Ice Age Cryogenics because he intercepted a strange phone call laced with keywords relating to the fairies.

Meanwhile, Artemis leans against the mobile unit hoping the fairies will not hold his past crimes against him since they parted as friends. He cannot help but be reminded of waiting for his father to regain consciousness in Helsinki so he could see what fairy magic could do to help him. This shows Artemis's fear of what the healing may do to Butler, foreshadowing that it may not go exactly as planned. An excerpt from Artemis's diary explains that two months after Holly used healing magic on his father, his father spoke to him for the first time in over two years. Artemis worries about how the fairy magic will affect his father's mind, and he is scared to see his father when he finally wakes, worried that they will not live up to one another's expectations. At Ice Age, Artemis's memories are interrupted when he notices a Recon fairy nearby, and as he explains that he is a friend of the People and needs help, Holly cuts him off because she knows who he is. When she asks about Butler, Artemis's expression clarifies the reason for his call. He explains what happened, but Holly says she cannot heal Butler because he is long gone. They call Foaly who agrees to help but warns that the effects could be catastrophic. Holly forces Artemis to leave her alone with Butler in the mobile unit. Following Foaly's directions, she heals Butler who will remain unconscious for several more days, but Foaly warns that some of the Kevlar from Butler's vest replicated and will slow his breathing. There is also hair sprouting from his face, and Holly notes that Artemis will not like this, foreshadowing Butler's rapid aging as a result of the healing magic. Pacing as he waits, Artemis recalls how different his father was when he woke. His diary entry explains that his father was concerned with spending time with his family and even joked with the doctors after he woke, something very unusual for the stern businessman. Mr. Fowl further tells Artemis that he has reassessed his priorities and wants his family to leave the criminal empire because gold and power are not all-important, revealing the extent of his mental changes as a result of the fairy healing. Artemis questions if the Fowls can become a normal family.

Artemis is yanked from his memories, back to the present, by a commotion in the mobile unit, but he does not panic since he has seen healings before. After the magical storm subsides, Holly emerges and tells Artemis that Butler is alive, claiming she did the best she could. Artemis rushes into the unit, and though he is relieved that Butler is alive, he notices that Butler now has gray hair and seems to have aged ten years in several hours. Foaly suggests this happened because Holly's magic was not enough so the healing used about fifteen years of Butler's life force. Holly says that Artemis has no time to questions his actions because he must leave with Butler so she can return to her mission. Artemis asks if something got past Foaly's defenses, insinuating that he has something to do with LEP being pinged, so Holly decides they should talk in private. Holly flies Artemis and Butler to Fowl Manor in Ireland where she asks Artemis to explain himself after putting Butler in bed. Artemis tells Holly about his business meeting with Jon Spiro and his offer to suppress revolutionary technology for a price, even admitting how he acquired the technology. The C Cube pinged them unintentionally. When Foaly notes that Spiro will eventually learn about the fairy people and does not seem the type of person to leave them in peace, Holly snidely remarks that Spiro sounds a lot like Artemis. Foaly says they need to call off the lockdown and retrieve the



Cube before Spiro unlocks its secrets. Artemis calms Foaly and Holly by informing them that he encrypted the C Cube with an eternity code that is impossible to break without his aid, and furthermore, he is sure that Spiro will search for him to unlock the Cube once he learns Artemis is alive; this foreshadows Spiro's attempt to find and kidnap Artemis to unlock the C Cube. Since Artemis's life could be in danger, Artemis informs Holly that there is more than one Butler in the family as he picks up the phone, foreshadowing his call to Juliet Butler and her ensuing assistance with the retrieval of the C Cube.



Chapter 4

Chapter 4 Summary

In Sfax, Tunisia in North Africa, Juliet Butler is in the final step of her training: field simulation in a foreign environment. Madame Ko chose Sfax for Juliet's final assessment with the duty of leading her Principal through the busy market, and Madame Ko acts as Juliet's surrogate Principal. Madame Ko tries to distract Juliet with conversation, but Juliet follows her Principal, observing her surroundings. When Ahmed, a carpet seller, tries to convince Juliet to look at his stock, she is forced to throw him into a nearby stall and rush to find her Principal. She finds Madame Ko in a clearing where she is being assaulted by three men, and though they seem unarmed, Juliet does not have a weapon either so she must improvise and try something unorthodox since the men can obviously defeat her in regular combat. She swings on a clothesline and drops clothes on the men, but as she helps Madame Ko to her feet, she finds a knife at her throat and realizes the woman is a decoy. Madame Ko steps forward from the shadows and informs Juliet that both she and her Principal are dead. Juliet should have incapacitated the merchant immediately, and when Juliet claims she cannot just kill innocent people, Madame Ko points out that this is why Juliet is not ready; she has the skill but lacks focus and resolve so she will have to try taking the test again in a year. Madame Ko receives a phone call from Artemis Fowl who claims that Domovoi needs Juliet. Juliet is distraught as she realizes that her brother would not reveal his name to Artemis unless the situation is dire. Madame Ko objects to Juliet leaving because she is not ready, but she agrees when Juliet pleads, and Juliet rushes off.

Chapter 4 Analysis

Chapter 4 begins in Sfax, Tunisia in North Africa where the story introduces and focuses on Butler's younger sister, Juliet who attends Madame Ko's bodyguard training camp. Eighteen years old, she is not the average teenage girl. Her older brother, Domovoi, began training her when she was four years old, and by the age of eight, Juliet was a third-degree black belt in seven disciplines. She spends half of her years with Angeline Fowl and the other half in Madame Ko's camp where she is the first Butler female and the fifth female ever to be enrolled. She is currently taking her final exam, practicing field simulation in a foreign environment with Madame Ko acting as her Principal. When a merchant distracts Juliet, she loses sight of her Principal, but when she finds Madame Ko being assaulted by three men, Juliet manages to defeat them. Unfortunately, the woman she saves is a decoy instead of Madame Ko, and she presses a knife to Juliet's throat as Madame Ko appears and tells Juliet that she has failed. She defeated the men because fortune was with her, but fortune is not good enough in this business. As Madame Ko lectures Juliet about her lack of willingness to immediately dispatch the merchant, she receives a phone call from Artemis Fowl alerting her that Domovoi needs Juliet. Realizing her brother's life is in danger if not gone as he would never reveal his first name to his Principal otherwise, Juliet acquires Madame Ko's permission and

rushes off to Ireland, foreshadowing her involvement with Artemis's scheme to retrieve the C Cube from Jon Spiro.



Chapter 5

Chapter 5 Summary

At the Spiro Needle in Chicago, Jon Spiro is extremely excited about the potential of the C Cube, but shortly after learning that Artemis is still alive, he also learns from the head of his technical department that the Cube is encrypted by an eternity code which is impossible to break without its creator. Spiro turns to Carla Frazetti, the liaison between him and the head of the Chicago mob, who tells him she will hire a monkey to break into Fowl Manor and a metal man to kidnap Artemis. Carla goes to the Inkblot Tattoo Parlor to tell Loafers that he has a new assignment which requires him going to Ireland, and then, they go to pick up the monkey, Mo Digence, a new guy working for the mob. Mo has been working for the mob since his Los Angeles accounts were frozen, but he is really Mulch Diggums, a thieving dwarf who is hiding from the LEP. Carla and Loafers arrive at Mulch's house and tells him he has a job in Ireland. Though Carla will not tell Mulch about the target, she shows him a picture of the house he will need to access, Fowl Manor, and Mulch recognizes it immediately, realizing that Loafers is supposed to kidnap Artemis Fowl. Mulch talks about the difficulty of the setup to hide his discomfort, but he knows he must accept the job or they will just send someone else; he cannot let that happen because Artemis saved his life during the goblin rebellion and is the closest thing Mulch has to a friend, so he must take the job to ensure it does not go according to plan.

Chapter 5 Analysis

Chapter 5: The Metal Man and the Monkey moves to a new setting, the Spiro Needle in Chicago as it focuses on Jon Spiro and his lackeys. Jon Spiro is too excited by the C Cube to sleep, as is Dr. Pearson, the head of his technical staff. Unfortunately, after six hours, Dr. Pearson informs Spiro that the C Cube is useless. Though it has enormous potential, it is encrypted by an unbreakable code programmed to Artemis's voice. Spiro is already agitated because he has learned that Artemis is still alive, but when Pearson says it would be easier to break Artemis than the code, Spiro dismisses Pearson who avoids looking at the dangerous woman in the room, Carla Frazetti, the liaison between Spiro and Spatz Antonelli, the two most powerful men in Chicago. This foreshadows Spiro's decision to have Artemis kidnapped. Spiro tells Carla that they have a problem, but she says they just need to nab Artemis. Spiro warns that Fowl Manor is a fortress, but Carla insists her job is to outsource the job; they will need a metal man, muscle with a gun, and a monkey, someone to get into hard-to-reach places. She already knows the guys and guarantees Spiro that they are the best. Loafers McGuire is having a tattoo done at the Inkblot Tattoo Parlor in downtown Chicago as he does after every job. Loafers moved to Chicago from Ireland because he wanted to join the mob, and two years later, he has become Antonelli's top metal man. Carla enters and informs Loafers that she needs to send him to Ireland immediately, but first, they need to pick up his "brother". As Carla and Loafers take a limo to the East Side, Carla explains that the



monkey is a new guy, Mo Digence, who is even shorter than Loafers. Mo Digence was rich in Los Angeles a few months ago, but the police froze his accounts, so he is working on commission for the Chicago mob. Mo is actually Mulch Diggums, a kleptomaniac dwarf and fugitive from the LEP, having spent 300 years in and out of prison. He has been passing himself off as human since he stole gold bars from Holly's ransom fund, and he lives in a basement apartment which allows him to get belowground quickly if the LEP comes calling. Carla knocks on Mulch's door and enters with another man. She explains that she has a special job which carries a painful payoff if it is done incorrectly. Mulch will open the doors, and Loafers will escort the mark back to Chicago. Mulch's discomfort when he recognizes the picture of Fowl Manor foreshadows the fact that he knows Artemis which is quickly fulfilled. Furthermore, Mulch considers Artemis to be the closest thing he has to a friend, so he agrees to take the job as a means of saving Artemis. Mulch assures Carla that he can handle the job, causing Loafers to grip him up when he says to worry about the metal man. As Carla and Loafers leave the apartment to allow Mulch to pack, Mulch considers fleeing since such a selfless act is totally against his nature and the last thing he needs right now is a conscience.



Chapter 6

Chapter 6 Summary

According to Artemis Fowl's diary, he worries about how magic has changed his father so he visits his father in the middle of the night. His father informs Artemis that he will return to school and allow his father to focus on the family business, but he also claims that the Fowls will become honest and honorable. Artemis still plans to attend his meeting with Spiro, thinking nothing can go wrong since Butler will be with him. At Fowl Manor, Butler is surprised to wake at home with Artemis next to him. Artemis explains how he restored Butler's life but also shows him a mirror, causing Butler to ask how long he was out. On the way to Ireland, Mulch instigates arguments with Loafers, trying to undermine the mission by driving the metal man crazy. As they drive toward Fowl Manor, Mulch assures himself that Artemis will come up with a solutions, and he leaves Loafers in the car while he goes to break into the house. As Artemis talks to Butler about his plan to retrieve the C Cube, Mulch appears and tells them about Spiro's kidnapping scheme. Unfortunately, Mulch turns his microphone on by accident, allowing Loafers to hear his turncoat conspiracy. When Loafers enters the house, Mulch claims he was trying to trick Artemis so he could gain his confidence, but Loafers heard the entire conversation and cannot be fooled. Artemis offers to return to Chicago with Loafers if he does not hurt the others, but fortunately, Juliet enters the room, disables Loafer's weapon and knocks him out.

Chapter 6 Analysis

Chapter 6: Assault on Fowl Manor begins with an excerpt from Artemis Fowl's diary before returning to Fowl Manor in Ireland. Artemis's diary entry notes that he is happy that his father regained consciousness, but he worries about how magic has changed Mr. Fowl. Needing to speak to him alone, he has Butler escort him to the hospital at 3 A.M. Mr. Fowl knows that Artemis has been very active in his absence, but he insists that things need to change as he wants Artemis to reclaim his childhood by returning to school and leaving the family business to his father. Mr. Fowl is no longer focused on greed, and he insists the Fowls will now be associated with honesty and honor; still, Artemis decides to proceed with his meeting with Jon Spiro, thinking that Butler will be with him so what could possibly go wrong? This shows irony since the reader knows that Artemis's meeting with Jon Spiro did go badly, despite Butler's presence. Butler wakes, surprised to be alive, but he wonders how long he was out when he sees his image in a mirror, indicating how drastically he has aged from the healing. Aboard a transatlantic Boeing 747, Mulch decides that the best way to undermine the mission is to antagonize Loafers until he goes crazy, so he questions Loafer about his tattoos, thinking this is almost too easy since the metal man is already half crazed. He continues to harass Loafers at Dublin Airport by telling the customs official that they are actors performing in "Snow White" and Loafers was born to play Dopey. Loafer's threats lead to being detained for over three hours, and when Mulch threatens to call Carla if Loafers



cannot control himself, Loafers notices Mulch's smiles which speak of scary, hidden talents that Loafers would prefer stay hidden. As Mulch drives, Loafers calls an old associate who leave a weapon behind the exit sign near Fowl Manor. Mulch coaxes Loafer into revealing more about the mission than he should, and he appeases his nervousness with the thought that Artemis will know what to do. He objects to stopping for supplies, claiming he has broken into Fowl Manor before, and plans to break in and come back for Loafers. Mulch parks outside of Fowl Manor's boundary wall and warns Loafers to stay put until he retrieves him, foreshadowing Mulch's intention of warning Artemis of Spiro's kidnapping plan.

After shaving, Butler realizes he can no longer guard Artemis because everything is different, but Artemis assures him that he plans to focus on his education after dealing with Spiro, showing his loyalty as he tries to comfort Butler. He also has a plan to retrieve the C Cube and neutralize Jon Spiro if Holly agrees to help. Artemis is happy to see Mulch when Butler spots him on the security monitors, indicating that they truly are friends, and Mulch explains the situation, accidentally activating the microphone on his shirt as he eats a sandwich. Meanwhile, Loafer's headphones turns on as Mulch tells Artemis how he plans to save him, so Loafer heads to the house and enters it through the delivery door. When Loafers aims at Mulch, Mulch claims he was trying to gain Artemis's confidence, but Loafers informs him that his microphone was on. Though Artemis is not in immediate danger, it is time to negotiate because he needs to save Mulch so he informs Loafers that he will only agree to help if Loafers does not harm Mulch, and Loafers mockingly agrees not to harm anyone. Butler enters the room, but he is not well enough to save the situation. Artemis suggests tying Butler and Mulch together and leaving them here while Loafers returns to Chicago with Artemis, but Loafers mocks his attempts at creating a delay. Loafers notices a girl approach from behind and tells her to stand with the others, not noticing when she grabs his pistol's slide and twists it from the stock, so he continues his threats without realizing his weapon is useless until Juliet knocks him unconscious. Mulch guesses that Juliet is Butler's sister, and Butler happily hugs her.



Chapter 7

Chapter 7 Summary

The group holds a conference with Foaly and Commander Root on the monitors, and Artemis explains that Holly is here because he tricked her, but they have a serious situation. Foaly interjects that they are involved because Artemis pinged them, but Holly explains the situation, adding that they have detained one of Spiro's employees who they should relocate instead of performing a simple mind wipe, an idea that Foaly supports. Holly and Foaly tell Root about the C Cube and how Spiro is determined to learn its technology and is not particular about how he gets the information. As Root complains about the risk he is taking and how much trouble he will be in, Artemis explains the danger of Spiro using the C Cube's technology for the real world and for the fairies, so deciding that they cannot risk Spiro activating another probe, Root announces he will organize a Retrieval team. Holly objects that could lead to disaster, so Root gives her 48 hours, allowing Mulch to help in exchange for dropping some of Mulch's charges, though Mulch is still facing five to ten years for the bullion robbery. Root's condition is that they will wipe Artemis's mind after the job, and Foaly adds that they will do a fine-tune wipe so they only erase his knowledge of the fairies. Though knowledge of the fairy people is a big part of Artemis's psychological makeup, he agrees because he can no longer risk people's lives. Holly drops Loafers off in Kenya where he is surprised to wake with no knowledge of who he is, but he has an overwhelming desire to accompany several natives to their village and lead a productive life. Holly tells Foaly that Loafers has successfully been relocated with no sign of his original personality before returning to Ireland.

Chapter 7 Analysis

Chapter 7: The Best-laid Plans begins with a consultation between Foaly, Root, Artemis and Holly. Artemis explains to Commander Root that he tricked Holly into being here, and Foaly adds that Artemis is the one who pinged them, clarifying the source of their potential security risk and instigating Root's renewed anger at Artemis. Holly suggests relocating Loafers, foreshadowing the decision to do just that. They tell Root about the C Cube and the dangers of Spiro learning its technology, so Root agrees to organize a Retrieval team, a measure Holly considers dangerous. Because of Holly's objections, Root agrees to give her two days to get things under control, even granting Mulch permission to help in exchange for dropping several of Mulch's charges, foreshadowing Mulch avoiding jail with Artemis's help. His condition that Artemis must submit to a mind wipe after the mission shows that Root is tired of Artemis interfering with fairy politics, and it also foreshadows the mind wipe that takes place at the end of the novel. Artemis agrees because he does not want to continue endangering the lives of others, showing that he has grown and has begun to care about other people. Root warns Holly to be careful because her career will not survive another blow and he tells Mulch to prepare for prison before terminating the link, foreshadowing the gravity of the situation



and Holly and Mulch's determination to succeed in retrieving the C Cube. West of Wajir, Kenya, Loafers wakes with a debilitating headache and no knowledge of who or where he is. All of his tattoos are gone. He sees two men running, and as he cries out for help, he is stunned to realize he speaks perfect Swahili. He wants to go to their village with them, surprised by his desire to live a productive life, and the men agree. From the air, Holly informs Foaly that the relocation is complete; Loafers has been adopted successfully and shows no signs of his original personality. She returns to Ireland.



Chapter 8

Chapter 8 Summary

In his diary, Artemis notes the changes in his father who seems to be more light-hearted and wants to be a hero. He asks if Artemis will take the journey with him to become a hero, but Artemis does not respond because he does not know the answer. At Fowl Manor, Artemis emerges from the study after two hours with disks for Holly, Juliet and Mulch with his plans for their mission. He needs to give Butler's instructions verbally because he does not want Foaly to pick them up. Butler cannot accompany Artemis to Chicago, but he has an important task for him; Butler must hide data about the fairy people to revive their memories after the mind wipe. While plotting how to use the C Cube to rule the world, Spiro receives a call from Ireland through the C Cube. Mo Digence admits that he got rid of Loafers because the metal man was threatening the mark, Artemis, before putting Artemis on the phone. Artemis agrees to travel to Chicago to unlock the C Cube. Butler drives Artemis, Juliet, Holly and Mulch to the Dublin Airport from where Juliet flies the plane across the Atlantic, and as they near Chicago, Holly installs a microphone and a contact lense camera on Artemis. Though the lense is not the same color as Artemis's eyes, Artemis is sure he can come up with an excuse if Spiro notices. At O'Hare International Airport, Spiro collects Artemis, and though Butler assures him that no one else is on the plane, Spiro knows that they are somewhere because he does not believe Artemis has given up so easily. He warns Artemis that no one will be able to rescue him because the Spiro Needle has the best security in the world, plus he has the only copy of the building's blueprints. Artemis's surveillance equipment takes images for his team as Artemis is lead into the Spiro Needle and taken to the vault where Pex and Chips, two of Spiro's bodyguards, are ordered to dispose of Mulch. Spiro opens the door to the vault using his thumbprint, an eye scan and a voice recognition code, and the door opens to reveal the C Cube resting in a column in the center of the vault. Spiro brags about his security system, mocking Artemis when he sarcastically asks if Spiro expected him to arrive with his fairy friends to "bring them on because short of a miracle that Cube is staying right where it is" (page 183).

Meanwhile, Juliet and Holly circle Spiro Needle in a blacked-out minivan. As Artemis expected, Spiro plans to bury Mulch, and more importantly, he invited Artemis's friends inside, important since fairies are forbidden to enter a human building without an invitation, so now Holly can break in without violating fairy doctrine. When Pex and Chips exit Spiro Needle with Mulch, Holly follows in the air to ensure Mulch does not harm the humans, leaving Juliet to keep an eye on Artemis. Back in the vault, Spiro tells Artemis a story about an Irish boy who made the mistake of messing with a serious businessman who does not appreciate being messed with and messes back, asking if the boy will give the businessman what he wants or put himself and his family in mortal danger. Artemis agrees to do what Spiro wants, and Spiro tells him to disable the eternity code; however, Artemis claims it is not that simple since the eternity code was built to be irreversible and could take days to reconstruct the entire language. Spiro



refuses to return to Ireland to get Artemis's notes on disk, but he tells Artemis to get a good night's sleep since tomorrow he will peel the Cube apart or suffer Mulch's fate.

Chapter 8 Analysis

Part 2: Counterattack begins with Chapter 8: Hooks, Lines and Sinkers which opens to Artemis Fowl's diary. Artemis's diary notes that Mr. Fowl has gained a tendency to joke and to impart philosophical wisdom instead of financial wisdom. He thought about his life while imprisoned and has decided to join the struggle to do the right thing and be a hero. Artemis worries that his father was affected by fairy magic as he explains that his priorities are now different, and he wants to be the hero that every father should be. When he asks if Artemis will take the journey with him, Artemis does not respond because he does not know the answer, and he still does not. This foreshadows Artemis eventually being able to answer his father's question. Meanwhile, Artemis provides Holly, Juliet and Mulch with his plans for the mission, foreshadowing their time in Chicago. Since Butler cannot accompany them, he sends him to hide fairy data in hopes of reviving his memories after the mind wipe. During dinner, Artemis explains that no one has the entire plan since it is safer that way, and after Holly assures him that they have all the equipment he requested, he announces that it is time to get started. At the Spiro Needle, Jon Spiro thinks about his many responsibilities and how the C Cube could answer his prayers by allowing him to rule the world. Blunt arrives and explains what happened with Butler and the grenade, but in the midst of Spiro's lecture, the C Cube asks for Spiro, saying that Ireland is calling. The voice belongs to Mo Digence, the monkey, who says the kid told him to call after he saw what Mo did to the metal man who was acting crazy and waving his gun around. Asking to talk to Artemis, Spiro threatens to have Mulch put Artemis out of his misery if Spiro does not get what he wants; however, when Artemis claims Spiro will have to bring the Cube to him to unlock it, Spiro insists Artemis can unlock the Cube at Spiro Needle, offering to let Artemis go if he does this right. Mulch promises to deliver Artemis safely, and after hanging up, Spiro laughs at Artemis for being so gullible that he believes Spiro might really let him go. At Fowl Manor, the group believes that Spiro bought Artemis's story. Butler drives them to the Dublin Airport, warning Juliet that Spiro is dangerous. Artemis hates to go without Butler, but he is sure the plan will work since he is a genius. Juliet pilots the jet across the Atlantic, and with thirty minutes until landing, Holly sets Artemis up with a microphone and a fairy camera which is a contact lense. They realize the lense is the wrong color, but Artemis assures the others that he will come up with an excuse if Spiro notices. This foreshadows Spiro noticing Artemis's mismatched eyes. Holly hopes that Artemis has not met his match in Jon Spiro. The first half of this chapter alternates quickly between Spiro and Artemis, showing how each plot against the other and are certain that they can outsmart their nemesis, leaving the reader to draw their own conclusions or simply wait to see who will come out ahead in this dangerous battle of wits.

Spiro is waiting for Artemis in a private hangar at the O'Hare International Airport. Holly hides and Juliet claims that she just serves drinks as Butler checks the plane, but Spiro still insists that Artemis has people here somewhere as he knows that there is no way



that Artemis was suckered by a goon like Blunt. Artemis objects that he is here because of Mulch's threats, and Spiro warns him that he is in over his head as Spiro Needle has the best security on the planet so no one will be able to rescue Artemis. Artemis nods, though he does not agree since he has stuff that humans have never seen. Spiro's helicopter takes them to Spiro Needle, and when Artemis talks to the pilot, Spiro warns Artemis that he has the only copy of the building's blueprints, a fact that Artemis already knew after running several searches. Artemis's contact-camera zooms in as Spiro unlocks the key-coded door allowing them to take the elevator to the eighty-fifth floor where Dr. Pearson waits with two bodyguards, Chips and Pex. Spiro sends Chips and Pex to kill Mulch. In the antechamber before the vault room, Artemis is scanned for bugs and one is found in his jacket, but Artemis is relieved that Spiro found the decoy and not the real bugs. Artemis and his team learn about Spiro's security system as he opens the vault to access the C Cube, foreshadowing Artemis being able to access the vault without Spiro's cooperation. While keeping watch from a van outside of the Spiro Needle, Holly is relieved when Spiro sarcastically invites all of Artemis's fairy friends to come inside since she can now enter without violating fairy doctrine which dictates that fairies cannot enter a human building without an express invitation from the owner. For the time being, she follows Mulch as Pex and Chips lead him to his death. Back inside the building, Spiro continues to mock Artemis for coming against him. Spiro makes a mistake by toying with Artemis because he cannot imagine that a thirteen-year-old is a threat, but Artemis is dressed casually and playing innocent to encourage Spiro's misconception. Artemis agrees to disable the eternity code, gaining himself the night before Spiro will force him to work on it. When Spiro threatens Artemis with Mulch's fate, Artemis is unconcerned by the threat, knowing that Mulch is not in trouble, and if anyone is, it's Spiro's two bodyguards.



Chapter 9

Chapter 9 Summary

As Pex and Chips carry on a stupid discussion while forcing Mulch to dig a pit in a vacant lot behind an abandoned factory in the Malthouse Industrial Estate, Mulch mocks their stupidity and suggests they should bury him alive for insulting them. They comply though they feel bad about it, but Mulch tunnels his way out and joins Holly who flies them back to the Spiro Needle. As Blunt escorts Artemis to his cell, Artemis tells Blunt to hide because Butler is coming for him, causing Blunt to rush away. Artemis whispers to his team that everything is going according to plan, to expect a visit from Spiro's goons and that he believes they have recorded everything they need for the heist before telling them what he wants them to do next. As Pex and Chips are sent to investigate Juliet's van, Juliet hides her surveillance equipment as a precaution, but when Pex and Chips insist on seeing inside of her van, Juliet opens the door and knocks them unconscious. Meanwhile, Holly scans the Spiro Needle from the sky so they can construct 3-dimensional blueprints. She also calls Foaly and convinces him to help since they cannot do this without his technical genius.

After sending the footage for the 3D blueprints to Foaly, Holly returns to Juliet and Mulch to explain the plan and tell them that Foaly has agreed to help. Team 1, Juliet and Mulch, will burn their way through the wall of the eighty-fifth floor to go after the security and switch the vault guard's oxygen canisters while Team 2, Holly and Artemis, will retrieve the Cube. A bit later, Holly chides Juliet and Mulch for arguing, noting that they only have 55 minutes until the change of guards. With Juliet strapped to the Moonbelt on his waist and both of them covered in camouflage foil, Mulch climbs the wall of Spiro Needle to the eighty-fifth floor where he finds a room without a motion sensor. Using dwarf rock polish, he melts the window, but there is no way to disarm the camera. Juliet suggests hiding behind the foil, but Foaly appears on the screen on her wrist to tell her that the foil does not work on screen. Mulch unbuttons his bum flap and uses the wind from his gas to swing the camera 20 degrees so Juliet can clamp the video clip to the video cable, giving Foaly eyes and ears and allowing him to wipe moving patterns from the surveillance video so Juliet and Mulch will not be seen as long as they continue moving. Foaly informs them that there is only one person on the floor, the guard at the security desk; this is Juliet's job so she creeps to the security office and changes out the oxygen canister for one without oxygen. Hovering twenty feet about the Spiro Needle, Holly worries about how many variables play into this operation, and as soon as Mulch tells her the situation is a go, she descends to the helipad and punches in the access code. Foaly informs her that Artemis is on floor 84, the vault is on 85 and Spiro's penthouse is on the eighty-sixth floor, but all of these rooms have reinforced steel walls. Holly follows Foaly's directions to get to Artemis's cell and cuts through the wall.



Chapter 9 Analysis

Chapter 9: Ghosts in the Time Machine switches locations to a vacant lot in the Malthouse Industrial Estate in Southern Chicago where Pex and Chip prepare to dispose of Mulch. In a vacant lot in the Malthouse Industrial Estate in Southern Chicago, Pex and Chips bond as Mulch digs a pit behind an abandoned cement factory. The two bodyguards are not very bright. Mulch is tempted to deviate from the plan and escape through the soil, but Artemis has forbidden displays of fairy powers at this stage of the proceedings. Mulch mocks Pex and Chips for their stupidity, suggesting they should bury him alive for insulting them. The two bodyguards comply, feeling bad because they are sure Mulch regretted his disrespect at the end. Laughing at the clowns, Mulch tunnels out, using his gas to expel him four feet aboveground where Holly catches him, and they fly back to Spiro Needle. Artemis threatens Blunt with Butler as he is escorted to his cell. Artemis is anxious about his plan as his confidence has taken a pounding since Butler was hurt; he has to change, but as he recalls his father's question, he still does not have an answer. Instead, he focuses on the task of retrieving the C Cube. Though Spiro has some unforeseen security measures, Artemis has fairy technology on his side, and he still hopes Foaly will help. Artemis talks to his team about what is going on and gives them instructions on how to continue their plan.

Pex and Chips are happy that they have been given another assignment, to check out a black van parked near the main door. Juliet keeps her binoculars trained on the door to the Needle, bored by the stakeout. When two large men exit the building, she tells Holly they are on, refusing backup. Juliet turns off the radio, hides their surveillance equipment which shows she is prepared for the worst because she is a professional, and clambers onto the road through the rear window. As Chips prepares to rip the door from its hinges, a girl appears from around the hood, telling them her family went for sushi. Pex and Chips insist on seeing inside the van, so Juliet opens the door, knocking them both unconscious as soon as they release her. At the same time, Holly hovers about the Spiro Needle to take an x-ray scan so they can construct 3D blueprints. She also takes the opportunity to call Foaly to ask for advice, and when he reminds her that Commander Root forbade him from helping, Holly says Foaly probably cannot help anyway since Spiro's security is pretty advanced. Foaly knows she is trying to mess with his ego, so Holly confesses that the Needle is a fortress and they cannot get in without Foaly. Agreeing that they are sunk without him, Foaly agrees to keep a screen open for them but refuses to make any promises. Returning to Juliet and Mulch, Holly goes over the plan again which consists of Juliet and Mulch entering the Spiro Needle on the eighty-fifth floor to switch the vault guard's oxygen container, foreshadowing the vault guard being unresponsive when they break into the vault, while Holly will rescue Artemis so they can retrieve the C Cube. Mulch and Juliet work together to enter the building and change the oxygen canister. Aiding them, Foaly clears their presence from the security monitors so they are undetected. As soon as Mulch and Juliet inform Holly that they are done with their part, Holly uses the information gathered from Artemis's cameras to enter the building and make her way to Artemis's cell where she starts cutting through the wall.



Chapter 10

Chapter 10 Summary

Artemis is meditating as the laser cuts through the ceiling, and Holly releases a line and reels him up. Checking the security feed and seeing eight guards on the floor, Holly notes that they need to get to Spiro before the guards change so they can scan his retina and thumb. Artemis looks guilty but refuses to explain despite Holly's threats about messing with her in the middle of the operation. Using the Neutrino to melt away the ceiling, Holly pops her head into Spiro's wardrobe and insets a Sleeper Deeper capsule which will replicate brain waves and ensure Spiro stays asleep. Holly and Artemis climb into Spiro's room and scan his retina, but Artemis confesses that they will need to cut Spiro's thumb off to use for the scanner, and though Holly angrily objects, Foaly agrees that it is the only way. Back near the vault, Artemis and Holly wait for Pex and Chips, who have been mesmerized not to see anyone out of the ordinary unless pointed out specifically, and then they engage their gathered data and technology to disable the locks, using their combined weight to fool the weight-sensitive scale at the door. While Holly rushes to restore Spiro's thumb, Artemis enters the vault and reaches for the C Cube. As she uses magic to heal Spiro's thumb, Holly realizes the magic extends to his face because he has had surgery; the man in Spiro's bed is not Spiro! Artemis does not respond when she tries to warn him. As Artemis reaches for the Cube in the vault, the false wall retracts to reveal Spiro and Blunt. Spiro explains that he used a double because he was curious about how far Artemis could get. He claims Artemis has been outwitted and insists on the boy opening the Cube, so Artemis rewires it to allow Foaly to guide Spiro. Delighted when the Cube scans for satellites monitoring the building, Spiro considers how he wants to use the C Cube now. Pex and Chips enter, noticing Artemis only when Spiro points him out, and suggest that he should get back at Phonetix by copying the schematics for all their projects in development. Unfortunately, the Cube must be on site to access Phonetix's closed system, but Spiro does not see this as a deterrent, despite Artemis's objections.

Parked across from the main entrance of Phonetix research and development laboratories, Blunt uses binoculars to verify the security guard is asleep. They enter the building, and the Cube access the lab and assures Spiro that it has wiped their patterns from the video. When Artemis calls the Cube a traitor, it suggests he made it too much like himself with the belief that gold is power. After the Cube downloads all Phonetix projects for the next decade, Blunt notes they have a problem as he watches the security video. Grabbing Artemis and asking what he has done, Spiro notes that the boy's eyes are different colors, and Artemis says the better to see him with as he smiles. Having flown to Phonetix with Holly to initiate Plan B after Artemis was captured, Juliet, the sleeping guard wakes and calls 911. There are no other guards, but Spiro does not realize that, thanks to Foaly's video feed. Spiro takes the contact from Artemis's eye and asks what it is, but Artemis says it was never here, as he was never here. Blunt directs Spiro's attention to the security feed, insisting he needs to see this. Donning a SWAT uniform, Juliet waits behind a pillar for the siren. Watching the security feed, Spiro sees



his team breaking in with no sign of Artemis or the guards. He tried to smash the Cube, but Artemis tells him that it is nearly unbreakable. They are on tape, and the Cube was working for him all along. Spiro says they will just steal the security tapes, but Artemis points to the screen and says they will stop him. The security guards return to the front desk as Chicago PD arrives in force, and Juliet joins them as they head toward the lab. They cannot use the elevator, but Juliet ignores the captain's orders and jumps into the elevator shaft with a cable attached to her. Shocked as SWAT arrives, Spiro realizes it was a trap, and Artemis confirms it, stating that Pex and Chips were working for him without even knowing it. Spiro asks for Blunt's gun as Artemis insists he was never here. He also tells Spiro that he was right; Artemis is a girl's name generally, but some males earn the right because of their talent at hunting, as he hunted Spiro. Hovering at ceiling level, Holly listens to Spiro gloat and watches Artemis's progress, draping him with camouflage foil when he gives the signal as Spiro loses his mind. Spiro cannot believe that Artemis outsmarted him, and he starts shooting up the lab, swearing he will get Artemis back. Joining Holly, Juliet worries about Artemis since Spiro is shooting up the lab, so ignoring Holly, she opens the door to retrieve Artemis who quickly uses the Cube to hack into Spiro's bank accounts which total 2.8 billion which is enough to restore the Fowls to one of the five richest families in Ireland, but recalling his father's question about being a hero, Artemis takes 10% as a finder's fee and transfers the rest to Amnesty International. Counting on Foaly being too busy watching the show to notice him hacking into LEP, Artemis also changes Mulch's arrest records so he will not face prison time when he returns to the Lower Elements. Juliet enters the room, knocks Blunt out physically and uses Holly's mesmerizing key words to make Pex and Chips sleep. Spiro is not a threat as he continues gibbering as SWAT cuffs him. Holly keeps the foil wrapped around Artemis, and as Spiro tells the police he was set up, Artemis whispers that he should have never messed with a boy genius. Artemis, Holly and Juliet join Mulch where he parked across the street.

Chapter 10 Analysis

Chapter 10: Fingers and Thumbs resumes at the Spiro Needle as Holly cuts through Artemis Fowl's cell and rescues him. When he questions if Foaly is on their side, Foaly informs Artemis that he created a simulated Artemis for the video feed. As Holly urges Artemis to hurry, Artemis looks guilty but refuses to explain, foreshadowing the need to cut Spiro's thumb off to use for the scan. This foreshadowing is quickly fulfilled after Holly uses a Sleeper Deeper capsule to ensure Spiro stays asleep and Artemis confesses that using a latex memory bandage for the thumbprint will not work because they need a 3D thumbprint. Holly is furious that Artemis did not tell her, even though he reminds her that the thumb can be reattached. He did not tell her previously because he knew that she would not agree, and though she does not agree now, Artemis and Foaly both insist that it is the only way, so Holly cuts off Spiro's thumb and seals the wound. Artemis and Holly return to the eighty-fifth floor where six guards patrol with one pair always having a view of the vault door. They wait until Pex and Chips approach as they are seeing things differently since Holly mesmerized them not to see anyone out of the ordinary, unless the person is specifically pointed out, foreshadowing their confusion when Artemis is finally brought to their attention. Pex and Chips walk right past Artemis



without noticing him. With 40 seconds until the next set of guards turn the corner, Holly disables the first and second locks using the retina scan and Spiro's voice from Foaly's recording equipment; however, when Artemis applies the thumb, the light flashes green but the door does not open. Realizing the plate on the floor is weight sensitive, Artemis pulls Holly next to him, their combined weight enough to hoodwink the scales. He hands Spiro's thumb to Holly, warning that time is running out and promising to be right behind her or they go to Plan B, foreshadowing the need to revert to Plan B. Entering the vault, Artemis passes two men paralyzed by the gas in their oxygen tanks and reaches for the C Cube. Returning to Spiro's bedroom, Holly uses magic to reattach the thumb, but when her magic expands to the man's face, she realizes he has had plastic surgery; this is a double, not Jon Spiro! She tries to warn Artemis through the microphone, but he does not respond, foreshadowing Artemis's capture by Spiro.

Spiro and Blunt appear behind a false wall as Artemis reaches for the Cube. Spiro's cousin is his double, and Spiro set the scanner to accept his cousin's prints tonight because he wanted to see how far Artemis could get. Blunt confiscates Artemis's earpiece, and when Artemis warns him that Butler is coming, Spiro insists Artemis is messing with Blunt's mind. Insisting that Artemis has been outsmarted, Spiro insists he unlock the Cube, so Artemis removes the LEP blocker and reseals the Cube, claiming its new voice coding it more temperamental which is proven when Foaly's testy retorts start coming through the C Cube's speakers. Spiro is delighted when the Cube passes his test by providing information about the government satellite monitoring his building. Pex and Chip appear, and when Spiro asks how Artemis got past them, Artemis seems to appear out of thin air to them, fulfilling the earlier foreshadowing. They offer to dispose of him, but Spiro says they are expendable while Artemis is not. Noting that he has no heirs, Spiro plans to spend the last twenty years of his life taking everything he wants from this planet without caring what happens to it once he is gone. He is shocked when Pex and Chips come up with the great idea of sticking it to Phonetix who is working on a top-secret communicator. Spiro orders the Cube to access the Phonetix database and copy schematics for all projects in development, but the Cube insists it must be touching the system since Phonetix operates on a closed system, but the Cube has already disabled their alarms and dispensed gas to knock out the security guards. Artemis objects that this is a bad idea, but Spiro laughs, noting that is why he is bringing Artemis along. The intelligent idea coming from Pex and Chips, combined with Artemis's half-hearted objections indicate and foreshadow that this is Plan B.

Spiro and his drones enter the Phonetix building to pursue his plans. Artemis continues to play his role by insulting the Cube which insults him back, showing Foaly's opinion of Artemis. Blunt notes they have a problem while watching the security video, and when Spiro accuses Artemis, he notices the boy's oddly colored eyes. Meanwhile, Juliet alerts the police to the break-in at Phonetix and waits to join them. Spiro finds Artemis's camera contact lens, but he is distracted from furthering questioning by the video feed of SWAT entering the building. He does not understand how the security feed does not show Artemis with him, but Artemis insists he was never here, launching into a monologue about how he hunted Spiro, showing his own arrogance which is matched only by Spiro's. As all of this occurs, Holly and Juliet keep track of Artemis to ensure he is safe. Spiro goes crazy when Holly drapes camouflage foil over Artemis, making it

seem like he disappears. Juliet cannot refrain from rushing to Artemis's rescue, showing her devotion to the family she guards. While transferring Spiro's money to his own account, Artemis decides to keep only 10% for himself while sending the rest to Amnesty International; through this action, he finally answers his father's question affirmatively as he decides to be a hero. While Spiro and his associates are arrested, Artemis, Holly and Juliet escape with the C Cube, indicating the successful completion of their mission.



Chapter 11

Chapter 11 Summary

Back at Fowl Manor, after greeting Artemis and the others, Butler leaves for one last mission because Blunt escaped from the police vehicle while being arrested. His pride wounded, Blunt wants to avenge himself of Artemis's insults, so he flies to Heathrow, London where the passport official happens to be Sid Commons, an old friend of Butler who realizes that Blunt matches the description that Butler gave him. Commons takes Blunt into custody and calls Butler who promises to arrive in thirty minutes. Commons is eager to repay Butler for the dozen times Butler saved his life in Monte Carlo. When Blunt arrives 32 minutes later, he assures Commons that he is unarmed before identifying the man who shot him in Knightsbridge. Though Commons will not allow Butler to enter Blunt's cell, he leaves to acquire a visitor's badge for his friend, Butler promising he will not be seen inside that room. As soon as Commons leaves, Holly unshields next to Butler who drapes the foil over his head and opens the cell door. Blunt is unconcerned about being detained because they cannot hold him for long without a charge. He ignores the door opening and closing until a voice he recognizes as Butler's tells him he is here to settle the score. Butler throws off the foil, seeming to appear out of thin air, and says he is here to take Blunt to the place he is headed, where he has sent so many others, to hell. Blunt cries and argues he was only following orders, and though Butler believes him, it is not enough; Blunt must confess his crimes to the authorities or Butler will return. Blunt promises to confess because prison is better than the alternative. Seconds after Butler leaves the cell, Commons returns and asks what he did to Blunt who stands stunned. Butler tells Commons to check the security tapes, claiming Blunt started talking to thin air and yelling about his desire to confess, and while Commons believes Butler knows more than he is saying, Butler insists he will not show up on the surveillance tapes.

Chapter 11 Analysis

Chapter 11: The Invisible Man relocates back to Fowl Manor in Ireland as Artemis and his associates return to his home after outwitting Jon Spiro. As soon as Artemis and the others return to Ireland, Butler leaves for a final mission. This mission is quickly explained: Blunt has evaded arrest and flies to England with the intent of avenging himself against Artemis's insults. Thanks to a friend's Intel, Butler is able to infiltrate Blunt before he makes it to Ireland. Butler identifies the man who shot him, but his friend, Commons, will not let him enter Blunt's cell. Though Butler promises not to leave the observation room, as soon as Commons leaves to acquire a visitor's badge, Butler uses Holly's camouflage foil to enter Blunt's room and threaten to kill him if he does not confess his crimes to the authorities. Showing his intense fear of Butler which has been obvious throughout the novel, Blunt begs and pleads, finally agreeing to turn himself in since prison is better than death. When Commons returns, he cannot believe that Blunt has decided to turn himself in on his own, but Butler promises him that he will not see

Butler enter that room when he checks the security tapes, a promise that Butler can keep thanks to fairy magic.



Chapter 12

Chapter 12 Summary

As Butler and Holly return to Fowl Manor, the LEP hauls mind-wiping gear into the house. Butler joins Artemis and Juliet in the study where he assures Artemis he got everything on the list, including the custom job of six small vials from Butler's friend in Limerick, the contents of which all three of them place into their eyes. He also shows Artemis the mini disk where he saved the boy's diary and files about the fairies, and he planted the false trails to mislead Foaly into a false sense of security. Juliet suggests that Artemis should let the memories go and leave the fairies in peace, but he insists those memories are part of who he is. Foaly's tech crew sets up in the conference room with cables to connect to the humans' brains so Foaly can edit their memories, but he promises only to erase those pertaining to the fairies. They will also give Butler a face lift so his exterior looks young again. Holly brings Mulch in to say goodbye, and Commander Root mocks the emotional goodbyes, reminding the humans that they will not even remember Mulch in ten minutes. He is here to ensure the wipe goes smoothly as he is sure that Artemis has a few tricks up his sleeve. Artemis grins; the final contest will be for the LEP to find the items he hid to spark residual memories. Artemis hands Mulch a gold medallion as a memento of their adventures, and Root agrees to let him keep it since Foaly suggests it could trigger residual memories. As Holly leads Mulch away, Artemis is sorry that he will not remember his friendship with the dwarf. As Foaly scans Artemis's memories, he informs Artemis that they found his email with fairy files, and they will detonate a charge in his computer to delete any files related to the fairies. When Holly returns with the time capsule Butler buried, Artemis is less cocky as he loses his lifelines to the past. At Captain Root's orders, Holly mesmerizes Artemis and asks him a few questions. Since it will all be over when he wakes, Artemis thanks Holly for saving his family, but when he reminds them of who he was when they first met and asks if they want him to become that person again, Foaly and Holly are concerned by that possibility; however, Root says Artemis's future is not their problem. Holly mesmerizes him and asks about the tricks he hid to trigger residual memories, but Artemis only confesses to what they have found before Root says it is enough. As she hooks Juliet up, Holly tells her that she has too much heart for the cold business of personal protection, and during Butler's turn, he tells Holly he is always available if the fairies ever need his help. When Artemis's turn comes, Holly asks Foaly if he is sure, but he has no choice because orders are orders. Artemis is hooked to the machine, and Foaly commences deletion, but it does not feel right to Holly. Artemis found them once and could find them again. Foaly insists they will be prepared next time. Holly notes it is a pity because they were almost friends, but when Foaly objects to being friends with a viper like Artemis, Holly agrees and announces she is going to fly to Tara. As she flies away, Foaly thinks about how emotional elves are, but he knows Root will never fire Holly because she was born to police and they will need her to save the fairies if Artemis manages to find them again. In the shuttle, Mulch feels sorry for himself, but he has a tiny glimmer of hope though he is going to be locked up. He reads the note Artemis slipped him with instructions to tell his lawyer to check the original search



warrant, to keep his nose clean for a few years and then return the medallion to Artemis; together, they will be unstoppable. Mulch destroys the note. He knows the review of his case could take years, but at least there is hope. Wrapping his fingers around Artemis's medallion, he thinks about how they will be unstoppable together.

Chapter 12 Analysis

Chapter 12: Mind Wipe reverts to Fowl Manor as the LEP prepare to perform mind wipes on the humans in Artemis's entourage. When Butler returns to Fowl Manor, Artemis discusses his plans to restore their memories with his bodyguard, further foreshadowing his intention of remembering the fairies after the mind wipe. Furthermore, he shows his intelligence and fore planning by planting false trails so Foaly will believe he has outsmarted the boy. Despite Juliet's suggestion, Artemis refuses to leave the fairies in peace because his memories of the fairies are part of what defines him as a person. As the LEP begins setting up for the mind wipes, Foaly assures Artemis and the other humans that he will only erase the memories pertaining to his people; additionally, he promises to give Butler cosmetic surgery so there will be no need to question the fact that he has aged so much in such a short amount of time. The humans say goodbye to Mulch and Holly, indicating their friendship by their sorrow on both ends since they know the humans will soon forget the fairies. Commander Root's presence for fear that Artemis has a few tricks up his sleeve foreshadows the LEP's cautious approach to the mind wipes. Artemis hands Mulch a gold medallion, foreshadowing the importance of this memento. Artemis loses some of his arrogance as Foaly informs him that he has found nearly all of his contingency plans to restore his memories, and he tries to dissuade Commander Root from performing the mind wipes by reminding them of who he used to be and pointing out that he may return to being that person without the changes brought on by his experiences with the fairies. Unfortunately, Commander Root is indifference to this argument, though Foaly and Holly consider it a valid point. Holly mesmerizes Artemis and begins questioning him about his backup plans, but Commander Root tells her to finish before she is satisfied, foreshadowing that Artemis has gotten away with something. Holly says her goodbyes to Juliet and Butler as she hooks them up to the mind wiping machinery, but it does not feel right when they hook Artemis up. She worries that he may find them again, but Foaly insists they will be prepared if Artemis discovers their existence in the future, insisting that they must follow orders. When Holly leaves to hide her emotions, Foaly thinks that they will need her if Artemis does learn about them yet again, even though she is too emotional for police work. As the narrative switches focus, it turns to Mulch who reads the note from Artemis instructing him to return the gold medallion in a few years. This fulfills the earlier foreshadowing that Artemis still has another trick up his sleeve in his plans to restore his memories, and it foreshadows the success of his plan.



Epilogue

Epilogue Summary

The Epilogue consists of Artemis Fowl's diary, disk 1 (encrypted) as Artemis explains that he has decided to keep a diary so that future Fowl generations can take advantage of his brilliant ideas. He must be careful because it would be valuable to law enforcement agencies trying to build a case against him, but it is even more important to keep his secrets from his father who has changed a lot since his escape from Russia; he has become obsessed with nobility and heroism, so it is up to Artemis to preserve the family fortune, and many of his plots will be illegal because the real money to be made lies outside the law. Out of respect for his parents' values, he intends to target global corporations where the victims are not as sympathetic, but he still plans to get rich from his crimes. Artemis notes that Butler has also changed; he looks the same yet seems older, but still Artemis will not replace him, though he may have Juliet accompany him when he actually needs protection. He still has ongoing ventures that he can work without a bodyguard, such as his software and art forgery projects, but his projects must all be temporarily suspended because he has learned that he is the victim of conspiracy. This morning, he found odd mirrored contact lenses in his eyes when he washed the face. The idea is ingenious, and though he does not know anything about the lenses, he feels that the answer is hidden somewhere inside his brain. Butler and Juliet also found similar lenses in their eyes. The lenses are so clever that they could have been Artemis's own invention, so his unknown adversary must not be underestimated. Butler is currently on his way to his contact in Limerick who is a specialist in such lenses and may know who made them. So, a new chapter begins in Artemis's life. Soon, his father will return, and Artemis will be exiled to boarding school with access only to a pathetic computer center and lamentable laboratory while his bodyguard seems too old for physical tasks and an unknown person is planting objects on his person. These seem to be overwhelming difficulties, and any ordinary person would hide from the world, but he is not ordinary; "I am Artemis Fowl, the latest in the Fowl crime dynasty, and I will not be turned from my path. I will find whoever planted those lenses and they will pay for their presumption. And once I am rid of this nuisance, my plans will proceed unhindered. I shall unleash a crime wave the likes of which has never been seen. The world will remember the name of Artemis Fowl" (page 309).

Epilogue Analysis

The novel draws to a conclusion as Artemis wakes after the mind wipe. He has no memory of the fairies, and it is obvious that he has changed from the person he was before the mind wipe as he resumes his plans to preserve the family fortune through illegal means, ignoring his father's desire for nobility and heroism. Still, he plans to target less sympathetic global corporations instead of private individuals, showing an improvement from the boy he was before his involvement with the fairies. Artemis notices that Butler seems older, yet he does not remember why because of the mind



wipe. Most importantly, Artemis is confused by finding mirrored contact lenses in his eyes, and he sends Butler to a specialist in Limerick to try to learn where these came from. This fulfills the foreshadowing that Artemis will restore his fairy memories as Butler obtained these lenses from the same man who will be able to tell them the lenses were made on Artemis's orders at the very least. This will alert Artemis to the fact that something is wrong with his memories, allowing him to search for answers if he did not leave information with the contact in Limerick. Artemis prepares to return to school, and though he knows such a tragedy would be overwhelming for most people, he refuses to be turned from his path. He intends to learn who planted the lenses and then resume his plans for his criminal enterprise. The reader can only hope that Artemis restores his fairy memories before embarking on his proposed crime wave, the likes of which has never been seen.



Characters

Artemis Fowl

Artemis Fowl is the main character and protagonist of this novel. He is a thirteen-year-old criminal genius from a wealthy Irish family who invents the C Cube using fairy technology. When Artemis meets with Spiro to offer to keep the C Cube off the market for a year so Spiro can sell his stock, Spiro steals the Cube, deciding to keep the technology himself, and orders Blunt to kill Artemis and Butler. Butler is shot, but Artemis freezes him in a cryogenic mobile unit and contacts the fairies who are already on alert because the C Cube pinged their security system. Holly heals Butler and agrees to help Artemis retrieve the Cube for fear Spiro will learn about the fairies, but after the mission, Artemis and Butler must submit to a mind wipe to purge their memories of anything related to the fairies.

In Chicago, Spiro is furious that his tech department cannot unlock the eternity code on the C Cube, so he sends Loafers and Mulch to kidnap Artemis so he can force him to unlock the Cube. Having worked with and befriended Artemis before, Mulch warns Artemis and becomes involved in the plan to retrieve the C Cube. Artemis agrees to unlock the Cube for Spiro, enlisting the aid of Holly, Mulch and Juliet Butler in his plot to steal the Cube back. He leaves Butler behind to hide records of their fairy knowledge in hopes of retrieving it after the mind wipe. Upon arriving at the Spiro Needle, Artemis delays unlocking the C Cube until the next day, allowing Holly, Juliet and Mulch to break into the Spiro Needle using information gathered from the surveillance technology planted on Artemis. Holly breaks into Spiro's room to copy his iris scan and borrow his thumb to unlock the vault, but when she returns the thumb, she realizes that Spiro left a double in his room. Meanwhile, as Artemis tries to retrieve the C Cube, Spiro appears, explaining that he used a double because he suspected Artemis of scheming to retrieve the Cube. He forces Artemis to unlock the eternity code, but Artemis opens the Cube to Foaly who reports to Spiro. Mesmerized by Holly, Pex and Chips suggest Spiro should use the Cube to steal projects from his main competitor, Phonetix; however, the Cube must be on site to access the closed system, so Spiro leads the group to Phonetix where Juliet dials 911. Using fairy technology and a quick wit, Artemis and his friends retrieve the C Cube, erase Artemis from the surveillance footage inside Phonetix, and set Spiro and his cohorts up to be arrested. Back in Ireland, Foaly performs a mind wipe on Artemis, Butler and Juliet, erasing their knowledge of the fairies. Luckily, Artemis gives Mulch a gold coin encrypted with a copy of his fairy data, instructing Mulch to return it to Artemis in several years so he can restore his memories.

Jon Spiro

Jon Spiro is the antagonist of "The Eternity Code." He is an American man from Chicago who owns Fission Chips, which has made him a successful IT billionaire despite his shady past and alleged Mob connections. Spiro is a short, thin middle-aged



man. When Artemis meets with Spiro to offer to keep the C Cube off the market for a year so Spiro can sell his stock, Spiro steals the Cube, deciding to keep the technology himself, and orders Blunt to kill Artemis and Butler. Butler is shot, but Artemis freezes him in a cryogenic mobile unit and contacts the fairies who are already on alert because the C Cube pinged their security system. Holly heals Butler and agrees to help Artemis retrieve the Cube for fear Spiro will learn about the fairies, but after the mission, Artemis and Butler must submit to a mind wipe to purge their memories of anything related to the fairies. In Chicago, Spiro is furious that his tech department cannot unlock the eternity code on the C Cube, so he sends Loafers and Mulch to kidnap Artemis so he can force him to unlock the Cube. Having worked with and befriended Artemis before, Mulch warns Artemis and becomes involved in the plan to retrieve the C Cube. Artemis agrees to unlock the Cube for Spiro, enlisting the aid of Holly, Mulch and Juliet Butler in his plot to steal the Cube back. He leaves Butler behind to hide records of their fairy knowledge in hopes of retrieving it after the mind wipe. Upon arriving at the Spiro Needle, Artemis delays unlocking the C Cube until the next day, allowing Holly, Juliet and Mulch to break into the Spiro Needle using information gathered from the surveillance technology planted on Artemis.

Holly breaks into Spiro's room to copy his iris scan and borrow his thumb to unlock the vault, but when she returns the thumb, she realizes that Spiro left a double in his room. Meanwhile, as Artemis tries to retrieve the C Cube, Spiro appears, explaining that he used a double because he suspected Artemis of scheming to retrieve the Cube. He forces Artemis to unlock the eternity code, but Artemis opens the Cube to Foaly who reports to Spiro. Mesmerized by Holly, Pex and Chips suggest Spiro should use the Cube to steal projects from his main competitor, Phonetix; however, the Cube must be on site to access the closed system, so Spiro leads the group to Phonetix where Juliet dials 911. Using fairy technology and a quick wit, Artemis and his friends retrieve the C Cube, erase Artemis from the surveillance footage inside Phonetix, and set Spiro and his cohorts up to be arrested.

Domovoi Butler

Domovoi Butler is a giant Eurasian man who works as Artemis's bodyguard. He is mortally wounded when he takes a bullet to protect Artemis. Artemis stores Butler in a cryogenic chamber to buy time until he convinces Holly to heal him. Unfortunately, the Kevlar melds with Butler's skin during the healing, making it difficult to breathe, plus he ages around fifteen years because Holly's magic is not strong enough to heal him without using some of his life force. After he heals, Butler does not accompany Artemis to Chicago to retrieve the C Cube, staying in Europe to hide Artemis's fairy files for them to retrieve after the mind wipe.

Mulch Diggums

Mulch Diggums is a kleptomaniac dwarf and fugitive from LEP. He works for the Chicago mob under the alias Mo Digence. When Mulch is hired to help Loafers kidnap



Artemis for Spiro, he warns Artemis and agrees to help retrieve the C Cube. Back in Chicago, Spiro orders Pex and Chips to bury him, but Mulch digs his way out of the ground and helps with the C Cube retrieval. Artemis hacks into the LEP records to change the date of the LEP's search warrant to the day after they raided Mulch's house, ruining their case against the dwarf. Artemis gives Mulch a gold coin with encrypted fairy data, along with a note for Mulch to return to Artemis in several years so his fairy memories will be restored, promising they will be unstoppable together.

Captain Holly Short

Captain Holly Short is an elf who works as an officer for the Lower Elements Police. She is sent to the surface after the C Cube pings the LEP. She heals Butler and helps Artemis retrieve the C Cube. Holly regrets the need to perform a mind wipe on Artemis because they were nearly friends.

Foaly

Foaly is a centaur who works as the LEP's technical genius, controlling the Lower Elements security system. He sends Holly to the surface after they are pinged by the C Cube. Foaly also helps Artemis and the others retrieve the C Cube in Chicago, despite Commander Root forbidding him to help. Foaly performs a fine tuned mind wipe on Artemis, Butler and Juliet after the C Cube is retrieved.

Juliet Butler

Juliet Butler is Butler's eighteen-year-old sister who studies at Madame Ko's Personal Protection Academy. She fails her final exam because she is unwilling to kill innocents to protect her Principal. Artemis contacts Juliet to help him after Butler is wounded, and Juliet helps Artemis and the others retrieve the C Cube from Jon Spiro.

Arno Blunt

Arno Blunt is Jon Spiro's bodyguard who shoots Butler at En Fin in Knightsbridge, London. He also helps Spiro imprison Artemis and break into Phonetix. Blunt escapes from the police and flies to England, intending to enact vengeance against Artemis for tricking him, but Butler finds Blunt and threatens to kill him if he does not confess his crimes to the police. Blunt agrees.

Pex

Pex is one of Spiro's hired security guards. He is very stupid. He and Chips bury Mulch alive, but when they approach Juliet in the van outside the Spiro needle, Holly mesmerizes them not to see Artemis as he breaks into the vault and to suggest that



Spiro should use the C Cube to access Phonetix's projects. Pex accompanies Spiro to Phonetix where they are arrested.

Chips

Chips is one of Spiro's hired security guards. He is very stupid. He and Pex bury Mulch alive, but when they approach Juliet in the van outside the Spiro needle, Holly mesmerizes them not to see Artemis as he breaks into the vault and to suggest that Spiro should use the C Cube to access Phonetix's projects. Chips accompanies Spiro to Phonetix where they are arrested.

Madame Ko

Madame Ko runs Madame Ko's Personal Protection Academy where Butler studied to become a bodyguard. Juliet also attends the Academy, but she fails her final exam because she is unwilling to kill innocents to protect her Principal. Madame Ko tells Juliet that she has the skill but lacks focus and resolve. Madame Ko permits Juliet to go to Ireland to help Artemis and Butler.

Dr. Constance Lane

Dr. Constance Lane is a tall woman who runs Ice Age Cryogenics Institute in Knightsbridge, London. She rents a mobile unit to Artemis so that he can store Butler for one night.

Dr. Pearson

Dr. Pearson is the head of Spiro's technical staff. He informs Spiro that the eternity code cannot be unlocked without Artemis.

Loafers McGuire

Loafers McGuire is the metal man that Spiro hires to kidnap Artemis. Mulch betrays him, and Holly drops Loafers off in Kenya after Foaly erases his memories.



Objects/Places

Fowl Manor

Fowl Manor in Ireland is Artemis's ancestral home. This is where Holly takes Butler to recuperate when she uses healing magic to save his life after Blunt shoots him. Jon Spiro also sends Mulch and Loafers to Fowl Manor to kidnap Artemis, and at the end of the novel, this is where the mind wipes take place.

En Fin

En Fin is the restaurant in Knightsbridge, London where Artemis arranges a business meeting with Jon Spiro which ends with Blunt shooting Butler.

C Cube

The C Cube is a miniature computer that reads any data, whether it is electronic or organic. Artemis created it using fairy technology, but when he offers to keep it off the market for a year for a sum, Jon Spiro steals it. Since it can scan the Lower Elements because it was created with fairy technology, Holly, Mulch and Foaly help Artemis retrieve the C Cube.

Fission Chips

Fission Chips is the name of Jon Spiro's technology company.

Haven City, Lower Elements

Haven City is the underground home of Holly and the other fairy people. They are put on lockdown after the C Cube pings their security system, so Holly is sent to the surface to locate the source of the ping.

Ice Age Cryogenics Institute

Ice Age Cryogenics Institute is the only cryogenics center in Knightsbridge with empty units, so Artemis rents the mobile unit for one night to store Butler after he is shot to give Holly a chance to heal him.



Sfax, Tunisia

Juliet's final mission to graduate from Madame Ko's bodyguard training camp takes place in Sfax, Tunisia in North Africa. Juliet fails the test, but Artemis contacts her to alert her that Butler needs her.

Spiro Needle

Located in Chicago, the Spiro Needle is home to Fission Chips and Jon Spiro, so it is set up with the world's best security system. This is where Spiro stores the C Cube, but when he brings Artemis to the Spiro Needle to unlock the eternity code, Artemis and his associates concoct a plan to retrieve the C Cube.

O'Hare International Airport

Jon Spiro meets Artemis at the O'Hare International Airport in Chicago when Artemis arrives from Ireland with Mulch to unlock the C Cube.

Vacant Lot in Malthouse Industrial Estates

Pex and Chips bury Mulch alive in a vacant lot in the Malthouse Industrial Estates in Chicago, but Mulch digs his way out.

Artemis's Diary

Artemis's Diary is where he keeps records of his criminal ventures and his interactions with his father where he expresses the fear that the fairy healing magic has changed his father's personality.

Phonetix

Phonetix is Spiro's main competitor, and when Holly mesmerizes Pex and Chips to suggest Spiro should use the C Cube to access and steal their schematics for future projects, Spiro jumps at the chance. Unfortunately for him, this is part of Artemis's plan to retrieve the C Cube and set Spiro up to be arrested.

Gold Coin

Holly gives Artemis a gold coin which he has Butler encrypt with data about the fairies to trigger his memories before the mind wipe. Artemis then gives the coin to Mulch with a note to return it to Artemis in a few years so he can revive his memories, promising that they will be unstoppable together.



Themes

Loyalty

Loyalty is an important theme in "The Eternity Code." The first example of loyalty is seen when Butler dives in front of Artemis when Butler fires his gun, accepting a mortal wound in order to save his Principal. Artemis returns this loyalty by refusing to let Butler die. He stores his bodyguard in a cryogenic chamber until he can convince Holly to heal Butler. Though Holly objects to the means that Artemis uses to persuade her to heal Butler, she readily agrees to heal Butler once Foaly says it is possible because of the times that Butler has helped her in the past. Juliet is also very loyal to both Artemis and Butler. She flies to Ireland as soon as she learns that her brother needs her, and she helps Artemis retrieve the C Cube from Chicago, constantly worrying about Artemis's safety since she has assumed her brother's job of guarding the boy.

Mulch also demonstrates loyalty when he is hired to help Loafers kidnap Artemis. He betrays Loafers and warns Artemis, even helping retrieve the C Cube. As a reward for his loyalty, Artemis changes his criminal record so that Mulch will not be incarcerated by the LEP, and he gives Mulch a disk with his files about the fairies, asking Mulch to return it to him in several years. Mulch again shows loyalty as he plans to comply with Artemis's request. Butler also shows his loyalty when he adheres to Artemis's instructions regarding their preparations to restore their fairy memories while Artemis is retrieving the C Cube in Chicago. Loyalty stands as an important theme as all of the characters on Artemis's team display varying degrees of loyalty to one another. On Jon Spiro's side of things, his hired bodyguard and security guards are quick to betray him, showing that loyalty plays a vital role in Artemis's victory over Spiro.

Dishonesty

Dishonesty plays a vital role in this novel as many of the characters, including the protagonist, demonstrate dishonesty at various points. Artemis displays dishonesty when he decides to take on one last job before complying with his parents' wishes for their family to cease their criminal enterprises. Jon Spiro shows his dishonest nature when he opts to steal the C Cube and attempts to kill Artemis and Butler instead of complying with Artemis's original plan to keep the C Cube off the market long enough for Spiro to sell his stock. Holly is irritated when she learns that Artemis is the one who pinged the LEP because she does not trust him since he has proved dishonest in their past interactions. When Spiro hires Loafers and Mulch to kidnap Artemis, Mulch dishonestly agrees to perform the job with the intention of warning Artemis who he considers a friend. Mulch betrays his partner and his employer, joining Artemis's team and agreeing to help retrieve the C Cube. Spiro lies to Artemis, claiming he will allow Artemis to return to his family safely if Artemis unlocks the C Cube's eternity code though he has absolutely no intention of doing so.



During the plan to retrieve the C Cube, Artemis acts dishonestly several times, keeping information from his team because he knows they will not approve of certain aspects of his plan. He also lies constantly to Spiro who distrusts Artemis and rarely trusts anything he says anyway. Spiro is also dishonest in his interactions with Artemis, even setting him up to steal the C Cube from Spiro Needle just to see how far Artemis can get. Luckily, Artemis has a backup plan which consists of convincing Spiro to raid Phonetix and be arrested, though he is only able to succeed at the plan by dishonestly arguing against it since he knows Spiro will be suspicious if Artemis approves of the use of the C Cube. Artemis also acts dishonestly by hacking into the LEP while Foaly is busy helping retrieve the C Cube; he does this to clear Mulch's criminal record so his friend will not be incarcerated by the Lower Elements Police, but his action is also self-interested as it aids Artemis in his final dishonest act of hiding fairy information in hopes that he will retrieve it after the mind wipe which he has agreed to since the fairies insist Artemis presents too much of a risk to continue their association with him.

Changing Personalities

Due to the influence of fairy magic, several characters in "The Eternity Code" change their personalities at various points in the narrative. The most obvious example is Loafers McGuire whose mind is erased before Holly relocates him to Kenya where he does not remember who he is. The relocation is successful because Loafers shows no signs of his original personality. Chips and Pex are also influenced by fairy magic, though not as permanently. Holly mesmerizes them so they do not see Artemis when he is trying to steal the C Cube until he is explicitly pointed out. They also suggest that Spiro should use the C Cube to access and steal Phonetix's upcoming projects, a fact that should have alerted Spiro to Artemis's interference with his bodyguards since Pex and Chips are both too stupid to come up with such a sensible idea on their own. Arno Blunt does not actually have a personality change; however, his intention to seek vengeance against Artemis after his arrest in Chicago is diverted when Butler, who Blunt believes is dead, threatens to kill him if he does not confess his crimes to the police. Blunt's actions, if not his personality, changes because of his fear.

After her mission to retrieve the C Cube, Juliet Butler begins to question whether she wants to pursue a career in personal protection. Holly begins to consider Artemis a friend by the end of the mission. Mulch goes against his selfish nature to warn Artemis that Spiro plans to kidnap him, and he even helps retrieve the C Cube from Chicago. Butler ages drastically after Holly heals him because her healing magic is not strong enough to restore his life so it draws on around fifteen years of his life force. Throughout the novel, Artemis frequently expresses his concern that the fairy's healing magic has altered his father's personality as his previously criminal father now intends for the Fowl family to act honestly and honorably, even claiming that he wants to be the hero ever father should be and asking Artemis to take the journey with him. Before submitting to Foaly's mind wipe, Artemis uses his last argument against losing his fairy memories, questioning whether they want him to become the person he was when he first met them. Unfortunately, Commander Root insists that is not their concern, so Artemis's

mind is wiped, and if the Epilogue is any indication, his personality reverts back to the selfish, criminal boy he was before his interactions with the fairies.



Style

Point of View

The point of view in "The Eternity Code" is recounted from the third-person and omniscient perspective. This is proven by the fact that an unidentified narrator who does not actively appear in the narrative tells the story. Additionally, the narrator is privy to the thoughts and feelings of all of the characters, alternating between them to share inner workings with the reader. This is important as it allows the reader to know all of the angles of the story; however, some secrets are kept by the narrator's tactic of switching focus before a character's plans and intentions are fully revealed.

This novel is written using a fairly equal amount of exposition and dialogue. This is effective as the dialogue shows the interactions between characters which frequently explains their motivations. Meanwhile, the exposition serves to describe the characters' thoughts and plots which further provides motivation as well as foreshadowing. The viewpoint of the novel focuses primarily on Artemis Fowl and Jon Spiro, but it also alternates to other characters, particularly Holly, Mulch and Juliet.

Setting

"The Eternity Code" is set in the real world, predominantly in Chicago, London and Ireland. The characters consist of humans such as Artemis, a criminal genius, and his bodyguards, Butler and Juliet, as well as Jon Spiro, an American businessman suspected of nefarious dealings. Other characters include elves, dwarves and a centaur. Interestingly, the human characters tend to be criminals whilst the fairy creatures are members of the police who try to curtail the criminals' illegal activities. A large portion of the narrative is motivated by the humans' focus on obtaining wealth through whatever means necessary.

Fowl Manor in Ireland is Artemis's ancestral home. This is where Holly takes Butler to recuperate when she uses healing magic to save his life after Blunt shoots him. Jon Spiro also sends Mulch and Loafers to Fowl Manor to kidnap Artemis, and at the end of the novel, this is where the mind wipes take place. En Fin is the restaurant in Knightsbridge, London where Artemis arranges a business meeting with Jon Spiro which ends with Blunt shooting Butler. Haven City is the underground home of Holly and the other fairy people. They are put on lockdown after the C Cube pings their security system, so Holly is sent to the surface to locate the source of the ping. Ice Age Cryogenics Institute is the only cryogenics center in Knightsbridge with empty units, so Artemis rents the mobile unit for one night to store Butler after he is shot to give Holly a chance to heal him. Juliet's final mission to graduate from Madame Ko's bodyguard training camp takes place in Sfax, Tunisia in North Africa. Juliet fails the test, but Artemis contacts her to alert her that Butler needs her. Located in Chicago, the Spiro Needle is home to Fission Chips and Jon Spiro, so it is set up with the world's best



security system. This is where Spiro stores the C Cube, but when he brings Artemis to the Spiro Needle to unlock the eternity code, Artemis and his associates concoct a plan to retrieve the C Cube. Jon Spiro meets Artemis at the O'Hare International Airport in Chicago when Artemis arrives from Ireland with Mulch to unlock the C Cube. Pex and Chips bury Mulch alive in a vacant lot in the Malthouse Industrial Estates in Chicago, but Mulch digs his way out. Phonetix is Spiro's main competitor, and when Holly mesmerizes Pex and Chips to suggest Spiro should use the C Cube to access and steal their schematics for future projects, Spiro jumps at the chance. Unfortunately for him, this is part of Artemis's plan to retrieve the C Cube and set Spiro up to be arrested.

Language and Meaning

The language used in this novel is casual and informal. Sentences are constructed fairly properly. The style of language utilized is chosen because it is comprehensive for the target audience of teenagers and young adults. This is reinforced by the fact that the narrators speak like typical modern teenagers, creating a familiarity between the narrators and the audience. This choice of language aids readers' comprehension as it makes the novel very easy to understand. The more difficult or fantastical concepts are fully explained, allowing readers to immerse themselves in the world of "The Eternity Code" where fairies exist and try to hide their existence. This alternate reality is easy to accept because of the similarities with the readers' real world.

The language utilized in the novel tends to characterize the characters as well as their motivations, maintaining a focus on the protagonist, Artemis Fowl, and the antagonist, Jon Spiro, as well as the constant discrepancies in their goals. This novel is written using a fairly equal amount of exposition and dialogue. This is effective as the dialogue shows the interactions between characters which frequently explains their motivations. Meanwhile, the exposition serves to describe the characters' thoughts and plots which further provides motivation as well as foreshadowing. The language used enhances comprehension of the novel's concepts and, overall, makes the narrative quite easy to understand.

Structure

This novel is comprised of a Prologue, twelve chapters and an Epilogue which are divided into two parts: Attack and Counterattack. The book consists of 309 pages. The chapters range from two to fifty-five pages, averaging around twenty-five pages in length, and they are all titled to foreshadow the contents of the chapter. The chapters are generally long and very detailed. The entire book occurs over a period of several days, so most of the chapters span a brief period of several hours.

"The Eternity Code" by Eoin Coiffer is the third book in the Artemis Fowl series. After Jon Spiro steals the C Cube, a super computer built by Artemis Fowl using fairy technology, the fairies must help Artemis retrieve it, lest Spiro learn the secrets of their existence. "The Eternity Code" is an entertaining account of the criminal ventures of a

thirteen-year-old genius. The novel is quick-paced and easy to read. It is mostly linear, but some background information is provided, and several flashbacks occur in the form of Artemis Fowl's diary entries. Overall, this novel is very entertaining and enjoyable.

Quotes

"No, mademoiselle, I would not like to see the children's menu. I have no doubt that the children's menu itself tastes better than the meals on it. I would like to order a la carter. Or don't you serve fish to minors" (Chapter 1, p. 7).

"A micro TV. But also a verbally controlled computer, a mobile phone, a diagnostic aid. This little box can read any information on absolutely any platform, electronic or organic. It can play video, laser disks, DVDs, go online, retrieve e-mail, hack any computer. It can even scan your chest to see how fast your heart's beating. Its battery is good for two years, and of course it's completely wireless" (Chapter 1, p. 10).

"It's difficult to say. There are best- and worse-case scenarios. Our mysterious guest could learn all about us whenever he wishes and do with our civilization what he will... That was the best-case scenario" (Chapter 2, p. 36).

"Nothing more could be done. Either Artemis was safe, or he was not. If not, Butler was in no condition to fulfill the terms of his contract. This realization brought tremendous calm. No more responsibility. Just his own life to live, for a few seconds at any rate. And anyway, Artemis wasn't just a Principal. He was his only true friend. Madame Ko might not have liked this attitude, but there wasn't much she could do about it now. There wasn't much anybody could do" (Chapter 3, p. 41).

"Please, Holly. I can't just let him go. It's Butler" (Chapter 3, p. 71).

"Gold isn't all-important, Arty. Neither is power. We have everything we need right here. The three of us" (Chapter 3, p. 82).

"You succeeded because fortune was with you. Fortune is not enough in our business" (Chapter 4, p. 101).

"The Cube is voice activated, and coded to Artemis Fowl's voice patterns. Nobody can break the code. It's not possible" (Chapter 5, p. 106).

"What do you want people to call you? Lofty? You're short, Loafers. Get over it. That's what gives you your edge. My godfather always says; there's nothing more dangerous than a short guy with something to prove. That's why you've got a job" (Chapter 5, p. 112).

"Not so long ago I would have been very impressed by your antics. Such audacity, and still a minor. But now, speaking as a father, I am telling you that things have to change, Arty. You must reclaim your childhood. It is my wish, and your mother's, that you return to school after the holidays, and leave the family's business to me...Trust me, Arty. I've been in business a lot longer than you. I have promised your mother that the Fowls are on the straight and narrow from now on. All the Fowls. I have another chance, and I will



not waste it on greed. We are a family now. A proper one. From now on the Fowl name will be associated with honor and honesty" (Chapter 6, p. 123-124).

"This is serious. We cannot afford to risk that this Spiro person will activate another probe. However small the possibility, there's still a chance. I have to put together an insertion team. The works, fully tooled-up Retrieval team" (Chapter 7, p. 147).

"While I was a prisoner, I thought about my life, how I had wasted it gathering riches whatever the cost to my family and others around me. In a man's life, he gets few chances to make a difference. To do the right thing. To be a hero, if you will. I intend to become involved in that struggle...And what about you, Arty? Will you make the journey with me? When the moment comes, will you take your chance to be a hero" (Chapter 8, p. 156).

"No, Butler. This is of vital importance. It concerns the mind wipes. If my plan succeeds, we will have to submit to them. I see no way to sabotage the process itself, so I must ensure that something survives Foaly's search. Something that will trigger our memories of the People. Foaly once told me that a strong enough stimulus can result in total recall" (Chapter 8, p. 158).

"I didn't think so. But they're here somewhere. Believe it or not, Digence, Artemis Fowl did not get suckered by a goon like you. He's here because he wants to be here" (Chapter 8, p. 175).

"Good evening, friends. Everything proceeds according to plan, taking it that Mulch made it back alive. I must warn you to expect a visit from Spiro's goons. I am certain his personnel have been monitoring the streets. It should lull him into a false sense of security if he believes my people to be wiped out. Mr. Spiro has kindly given me a tour of the facility, and I hope you have recorded everything we need to complete our mission. I believe the local term for this kind of operation is heist. This is what I want you to do" (Chapter 9, p. 198).

"Artemis isn't the only one with brains around here" (Chapter 9, p. 230).

"Just shut up, Artemis. Just close your mouth. And I thought you'd changed. The commander was right. There's no changing human nature" (Chapter 10, p. 238).

"I wanted to see how far you'd get. You're an amazing kid, Arty. No one has ever made it into the vault before, and you'd be amazed how many professionals have tried. There are obviously a few glitches in my system, something the security people will have to look at. How did you get in here anyway" (Chapter 10, p. 249).

"I reckon I've got twenty years left in me. After that the world can go to hell as far as I'm concerned. I have no family, no heirs. There's no need to build for the future. I'm going to suck this planet dry, and with this Cube I can do whatever I want to whoever I want" (Chapter 10, p. 254-255).



"Don't you understand yet? You're all on tape. The Cube was working for me" (Chapter 10, p. 263).

"You don't understand, Jon. It's like I told you. I was never here. And one more thing. About my name, Artemis. You were right in London, it is generally a female name. After the Greek goddess of archery. But every now and then a male comes along with such a talent for hunting that he earns the right to use the name. I am that male. Artemis the hunter. I hunted you" (Chapter 10, p. 267).

"I've come for you. I've come to even the score" (Chapter 11, p. 283).

"These memories are part of who I am" (Chapter 12, p. 289).

"This doesn't feel right. If he found us once, he could find us again. Especially if he goes back to being the monster he was" (Chapter 12, p. 303).

"I have not finished with you yet, Mulch Diggums. On your return, tell your lawyer to check the date on the original search warrant for your cave. When you are released keep your nose clean for a couple of years. Then bring the medallion to me. Together we will be unstoppable. Your friend and benefactor, Artemis Fowl II" (Chapter 12, p. 305).

"I have decided to keep a diary. In fact, I am surprised that the idea has never occurred to me before. An intellect such as mine should be documented, so that future generations of Fowls can take advantage of my brilliant ideas" (Epilogue, p. 306).

"Overwhelming difficulties, you may think. An ordinary person would draw the shutters and hide from the world. But I am no ordinary person. I am Artemis Fowl, the latest in the Fowl crime dynasty, and I will not be turned from my path. I will find whoever planted those lenses and they will pay for their presumption. And once I am rid of this nuisance, my plans will proceed unhindered. I shall unleash a crime wave the likes of which has never been seen. The world will remember the name of Artemis Fowl" (Epilogue, p. 309).



Topics for Discussion

Who is Artemis Fowl, and why does he set up a meeting with Jon Spiro?

What is the C Cube, why does Jon Spiro steal it, and how does Artemis react?

How does Artemis contact the fairy people, and why?

Why does Holly agree to help Artemis?

How does Artemis infiltrate Spiro Needle?

Compare and contrast Butler and Blunt.

Describe how Artemis sets Jon Spiro up to be caught by the police.

Why does Foaly wipe Artemis, Juliet and Butler's memories? What is Artemis's failsafe plan to restore those memories?