CRIMINALLY GOOD

ARTEMIS FOWL

AT JUST TWELVE YEARS OLD, ARTEMIS FOWL IS A CRIMINAL GENIUS.

No scheme is too dastardly, no plot too devious. And he's just discovered that fairies are real.

Poor fairies.

But these are not the cuddly creatures of bedtime stories. They are armed. They are dangerous. And when Artemis captures Captain Holly Short for her fairy gold, he messes with the wrong elf.

Holly isn't armed but she's incredibly dangerous, and pretty annoyed with all the kidnapping.

Artemis Fowl is about to find out that fairies fight back . . .

Let the misadventure begin.

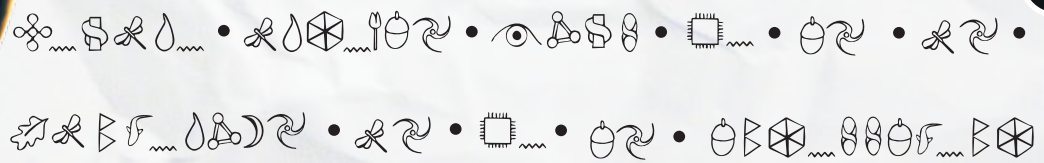
SOON TO BE A MAJOR FILM

CODE BREAKER

Being a criminal genius takes incredible logic and intellect. Can you solve the coded message below by completing the Gnommish alphabet?

a	b	c	d	e	f	g	h	i	j	k	l	m	n

o	p	q	r	s	t	u	v	w	x	y	z	space



MAGIC & MYSTERY

Think of a number, double it, add six, divide it by half, then subtract the number you started with.

YOUR ANSWER IS 3

SECRET SYMBOL

A criminal genius must observe everything around them at all times. How many times can you spot this mysterious fairy symbol on both pages?

THE ROOT OF THE PROBLEM

Artemis has captured Captain Holly Short and so Commander Julius Root is on a mission to bring her back. Using the key can you help him find his way to Holly?

START

=UP
=DOWN
=LEFT
=RIGHT

FINISH

WORD SEARCH

G	L	S	C	M	Y	L	S	C	V	W	Q	D
Q	O	C	E	W	A	R	T	E	M	I	S	W
N	Q	B	J	I	U	K	S	G	X	M	J	A
U	G	O	L	A	X	E	F	Y	F	U	T	R
C	M	L	T	I	V	I	X	O	L	Y	K	V
K	G	N	X	L	N	G	P	I	W	L	O	E
Z	E	L	E	V	J	S	U	C	L	L	S	S
C	F	A	I	R	Y	S	E	N	A	O	A	U
O	N	R	S	L	L	O	R	T	I	H	R	I

ARTEMIS FOWL HOLLY JULIUS
FAIRY ELVES CENTAURS DWARVES
GOBLINS PIXIES TROLLS

Recon and Report

LEPRecon is the reconnaissance division of the Lower Elements Police and their job is to ensure no fairies go wandering off where they shouldn't. Fill in the LEPRecon profile below by creating your own fairy character. Are they a criminal mastermind like Artemis or is crimefighting more their style?

LEPRecon Profile

Name:

Species: (Choose from the list)

Hero or Villain:

Specialist Skills:

Distinguishing Features:

Artist's Impression:
(Draw your character here)

Elves:
Intelligent. Strong sense of right and wrong. Very loyal. Love flying.

Dwarves:
Sensitive. Intelligent. Criminal tendencies. Love gold and precious gems.

Trolls:
Huge – as big as an elephant. Very, very stupid. Mean and bad-tempered.

Goblins:
Not clever, but cunning. Argumentative. Ambitious. Power-hungry. Can throw fireballs.

Centaurs:
Half-man half-pony. Extremely intelligent. Vain. Paranoid. Kind. Computer geeks.

Sprites:
Average intelligence. Generally happy-go-lucky attitude. Also love flying.

Pixies:
Extremely intelligent. No morals. Cunning. Ambitious. Greedy.

One Track Mind

Changing one letter at a time can you turn the word 'PLOT' into the word 'FOWL'?

PLOT

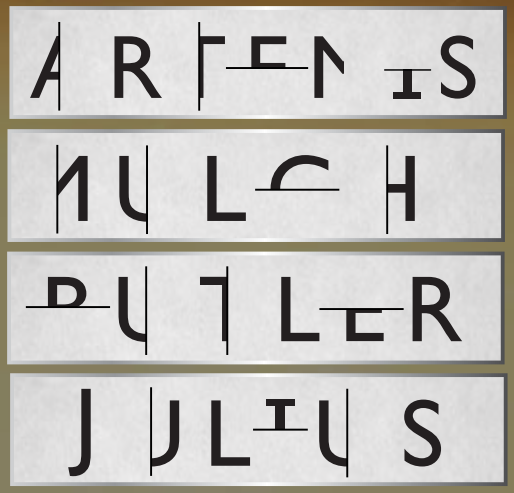
SOOT

FOWL

What's in a Name?

What are these symbols? They're not Gnommish and there doesn't seem to be a way of translating them... or is there? Can you work out how to translate these symbols?

*Hint - Upon **reflection** these shouldn't be too hard to solve...



Win an Artemis Fowl Book Bundle

& a set of WRAPS Wristband Headphones!

ENTER ONLINE

WHIPPERSNAPPERKIDS.COM/ARTEMIS

Competition closes 30/06/19. Terms and conditions apply, see website for more details.

ANSWERS

Code Breaker
"Beware Artemis Fowl he is as dangerous as he is intelligent."

Secret Symbol
11 symbols

What's in Name?
You must reflect the shapes that have a line through them:
ARTEMIS, MULCH, BUTLER
JULIUS

One Track Mind
PLOT ->SLOT->SOOT
->FOOT->FOOL->FOWL