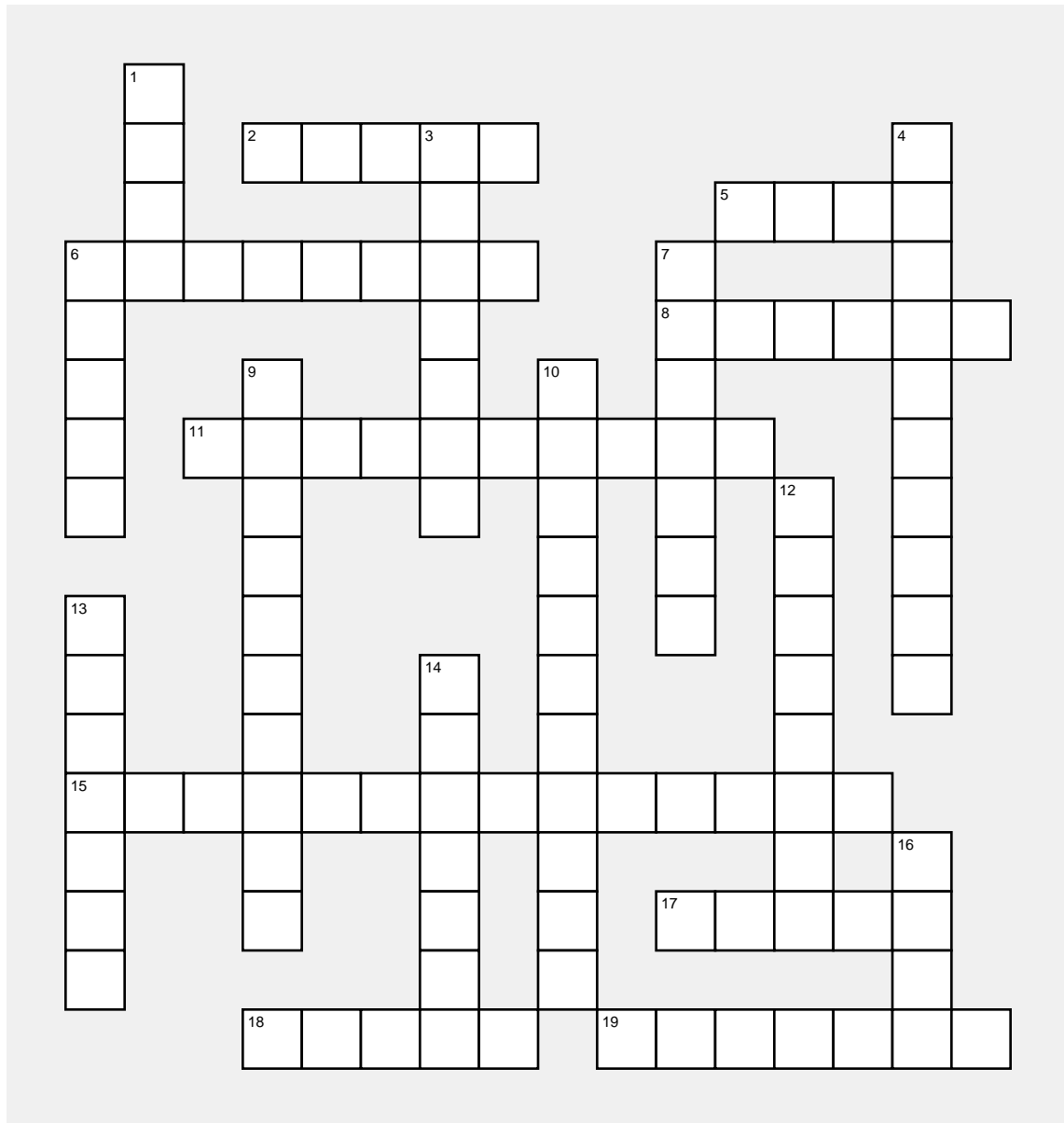


Dime Dos (Chapter 6-2)



Horizontal

- 2) TO WEIGH
- 5) BROKEN
- 6) TO BOTHER
- 8) DARK
- 11) CAMP/CAMPGROUND
- 15) TO DIE OF FRIGHT
- 17) TENT
- 18) TO SET UP
- 19) TO DRAW

Vertical

- 1) CELERY
- 3) TO CAMP
- 4) TO STAND OUT
- 6) MILE
- 7) TO TURN OVER/FLIP
- 9) CARROTS
- 10) DISCOVERED
- 12) TO REMEMBER
- 13) TO JOKE
- 14) COOLER
- 16) MAP

SOLUTION

