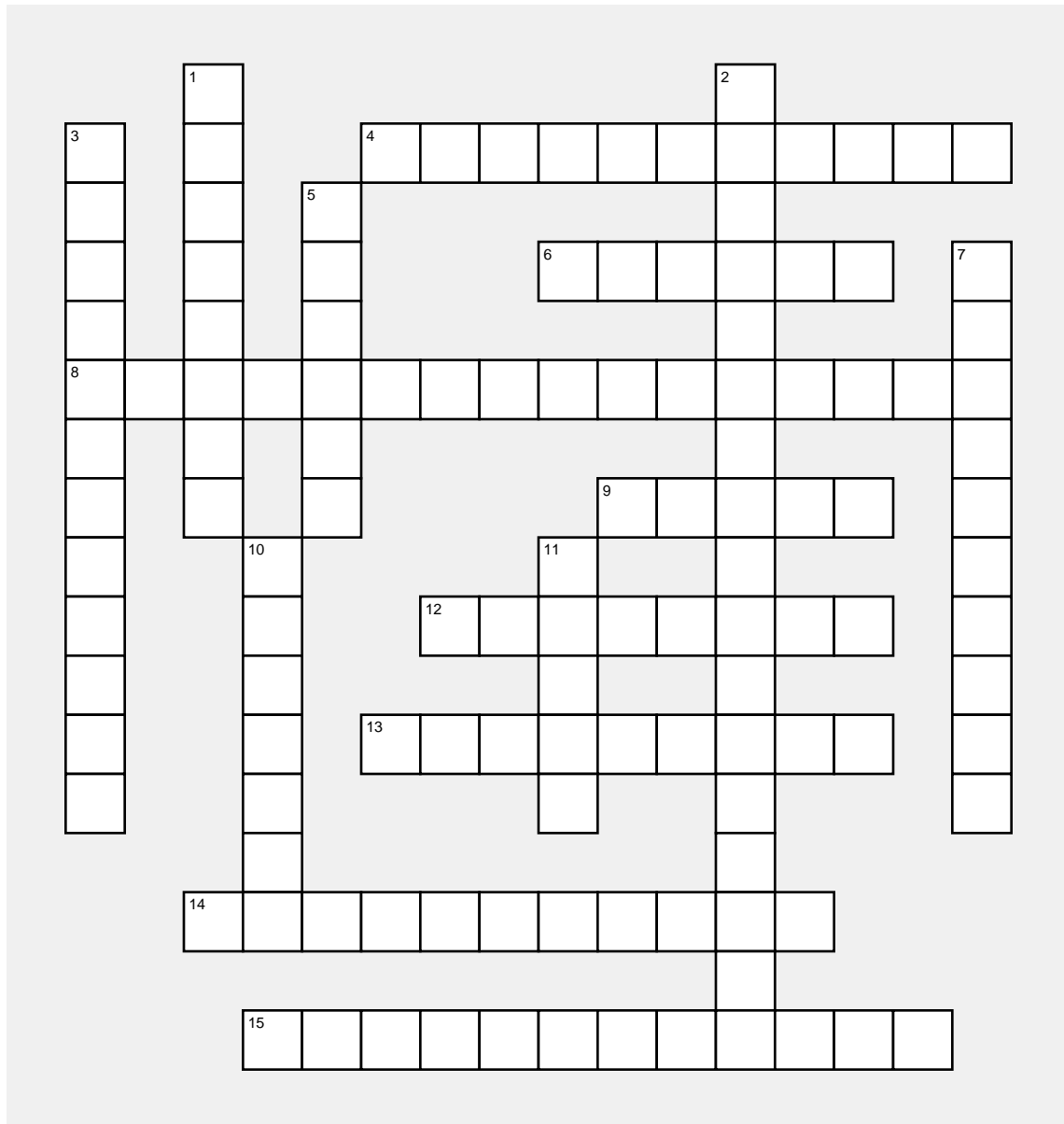


Puntos de partida (Chapter 9)



Horizontal

- 4) TO SET THE TABLE
- 6) TO FIGHT
- 8) TO PAINT THE WALLS
- 9) TO RING, TO SOUND (A BELL, ETC.)
- 12) TEAM
- 13) GAME, MATCH
- 14) TO MAKE PLANS
- 15) DISHWASHER

Vertical

- 1) TO PRACTICE, TRAIN
- 2) TO GO FOR A BIKE RIDE
- 3) VACUUM CLEANER
- 5) BORING (TEDIOUS), DIFFICULT
- 7) CLOTHES DRYER
- 10) ERA, TIME (PERIOD)
- 11) TO HIT

SOLUTION

