

Realidades 3 (Chapter 1)

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

HARD
TO BEAT
EXCITED
TO OCCUR
TO CLIMB
TO REACH
BEAUTIFUL
THE NATURE
THE TROPHY
THE THUNDER
THE CEREMONY
TO WALK/TO MOVE
TO OBTAIN/TO GET
THE WOODS/THE FOREST

TOWARD
AT DAWN
A WHILE
THIS WAY
THE RACE
THE HAIL
TO APPEAR
TO IMPRESS
ONCE THERE
THE COMPASS
THE LANDSCAPE
TO TAKE SHELTER
THE MOUNTAIN RANGE
THE REFUGE/THE SHELTER

AT DUSK
AGAINST
TO HAIL
THE ROCK
THE GOAL
TO SCARE
THE MEDAL
THE VALLEY
THE DESERT
TO APPROACH
THE FLASHLIGHT
AT THE BEGINNING
TO HAVE A GOOD TIME
THE CERTIFICATE/THE DIPLOMA

Solution

