

Realidades 3 (Chapter 1)

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

HARD
AGAINST
AT DAWN
THE ROCK
TO REACH
THE RACE
BEAUTIFUL
THE TROPHY
TO GET LOST
TO APPROACH
TO TAKE PLACE
THE FLASHLIGHT
THE MOUNTAIN RANGE
TO STOP (DOING SOMETHING)

TOWARD
A WHILE
TO CLIMB
TO OCCUR
TO SCARE
THE HAIL
TO APPEAR
ONCE THERE
THE THUNDER
THE TRAINING
THE LANDSCAPE
TO WALK/TO MOVE
THE WOODS/THE FOREST

TO BEAT
EXCITED
THIS WAY
TO TRAIN
THE GOAL
THE MEDAL
THE DESERT
THE VALLEY
THE COMPASS
TO ELIMINATE
THE LIGHTNING
TO OBTAIN/TO GET
THE REFUGE/THE SHELTER

Solution

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