## Puntos de partida (Chapter 4)

LRODEMOC S 0 ÁDO R М Ζ PMEX URA Ζ Ε Ε Α Ε RAТ UGR VRES Q B R O C B BUO ARERV SA C E F A S R Т RDRR D U P G A R A V RARNAEE Ε Ε ΤN U G R H DQ A R M A ELÍ P 0 R R S Α В 0 CAN S Y S O L 0 S S MRÓRÓ S HDEV В S A L Ε ΑZ  $\mathsf{E} \mathsf{R}$ G EAR Ε Ε В NAÑA C I O DSVÁDD A T S E S Ε R S E B Α Α 0 S DER Z W EREAR T O C 0 RES Т ANTEC V U I DUCH BXFPAQACMOOREDNE

BED **ALONE** UNTIL **BEFORE** GARAGE **BATHTUB** TO REST TO SERVE TO SHAVE **BATHROOM ARMCHAIR BOOKSHELF DINING ROOM** TO GO TO BED TO TAKE A BATH FOLLOWING (NEXT) PATIO, (BACK)YARD TO RETURN (TO A PLACE) TO LEAVE (A PLACE); TO GO OUT TO PUT, PLACE, TURN ON (APPLIANCE)

**KEY THING** NOISE TO SEE MONDAY **KITCHEN** TO HEAR **SATURDAY** TO BRING TO CLOSE **FURNITURE** EACH, EVERY SOFA, COUCH TO UNDERSTAND DISHES, PLATES TO THINK (ABOUT) TO BEGIN, TO START TO PLAY (A GAME, SPORT) FREE-STANDING CLOSET, **CUPBOARD** TO HAVE A GOOD TIME, TO ENJOY

WALL **DAILY FRIDAY GARDEN TUESDAY** WITHOUT **BEDROOM HOMEWORK THURSDAY** TO SLEEP YESTERDAY LIVING ROOM TO BE CALLED TO DO, TO MAKE BUREAU, DRESSER TO TAKE A SHOWER TO ASK FOR, TO ORDER THE MOVIES, MOVIE THEATRE TO LOSE; TO MISS (AN EVENT, ETC.)

## Solution

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