Puntos de partida (Chapter 4)

RAMRAAMD JHCÓMO E R Ζ Ρ S D Ρ Α Α Т SÉKKCC OKEAKSOF D Т ÁNRAER М O R Ζ Α R ı Ε S B R Ζ M U B R RC J C S E A 1 S M D U V DOMRE M D ٧ S Ε ΧL T O E V B Α ÑOOR Q ı KPEZS R E S Α S R 0 D M S A R XNG A G C Α V E O 0 S SUN E O NXERS R R Ν ONN A G AMC R Α U Ε Ε 0 M C Ε R R R Ρ D S REY C R S Ν Ζ ĺ ı E Q Z QB S ı 0 N B Υ E G Ρ Ρ Ν Q C V Α Α Ν X J BUME В 0 RRΑ J UGA HARSEBAÑARSEAZCT

BED LAMP **ALONE GARDEN** GARAGE WITHOUT **BEDROOM SATURDAY THURSDAY** TO CLOSE YESTERDAY SOFA, COUCH **SWIMMING POOL** TO TAKE A BATH BUREAU, DRESSER **FOLLOWING (NEXT)** TO ASK FOR, TO ORDER TO PLAY (A GAME, SPORT) FREE-STANDING CLOSET, **CUPBOARD**

KEY DAILY UNTIL **FRIDAY** SUNDAY TO HEAR **BATHTUB** TO BRING TO SLEEP **BATHROOM END TABLE** LIVING ROOM TO HAVE LUNCH TO DO, TO MAKE TO TAKE A SHOWER PATIO, (BACK)YARD TO PUT ON (CLOTHING) THE MOVIES, MOVIE THEATRE TO LOSE; TO MISS (AN EVENT, ETC.)

WALL **THING** NOISE TO SEE **MONDAY KITCHEN ARMCHAIR** TO SERVE **HOMEWORK** WEDNESDAY EACH, EVERY DRINK (NOUN) TO FALL ASLEEP DISHES, PLATES TO THINK (ABOUT) TO BEGIN, TO START TO RETURN (TO A PLACE) TO LEAVE (A PLACE); TO GO OUT TO PUT, PLACE, TURN ON (APPLIANCE)

Solution

SJOIRAMRAAMDJHCÓMODA X V S D E R A P Z A I P A T I O S S Y KEAKSOFÁDTSÈKKCCAMA R Q A L M Ô R Z Á R I Á N R A E R A T T M U B R I R R C E J S B R Z C L H V L E I E I R I S S D U V E A I S M O Q H R A R K A D O M R E X L M D V S E O L E G S WIETOEVBAÑOORQINVECO DPAKPEZSALIRESALUES M L P E S R I M R O D M S S O T L L R D PEJARAG FCAXNGVIPSÓSS ZLLAVÉOLOSSUNÉONRAN V D A X E R S J L R O N R N N Í N R H G AOLAMCRAUAGEEOIPAAU RDMCLPOERJRRPCMCPS EYIIOAECNDSRSYABMR ÑAQBNBSZIOÍIEQZHÁ J Y P E G A P A N P N Q C V X L A BUMEVBOJRRAJUGAROR D U C H A R S E B A Ñ A R S E A Z C T L