

Realidades 3 (Chapter 8)

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

JEW	WAR	MIX
ARCH	LAND	ARAB
RACE	TIME	ONLY
TOWER	UNITY	POWER
ROMAN	EMPIRE	NATIVE
COLONY	WEALTH	WEAPON
BATTLE	MARVEL	MISSION
TO RULE	BALCONY	MEETING
RAILING	SOLDIER	LANGUAGE
CONQUEST	TO EXPEL	EUROPEAN

TO FOUND

TO FIGHT

ANCESTOR	HERITAGE	TO ADOPT
TO INVADE	CHALLENGE	TO OCCUPY
POPULATION	SIMILARITY	TO CONQUER
TO ESTABLISH	TO ASSIMILATE	TO DOMINATE

Solution

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