

Realidades 3 (Chapter 8)

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

MIX
ARCH
LAND
ARAB
TOWER
WEALTH
MARVEL
TO RULE
MISSION
EUROPEAN
TO FOUND
POWERFUL
CHALLENGE
TO CONQUER
TO INTEGRATE

JEW
RACE
ONLY
ROMAN
UNITY
WEAPON
COLONY
MEETING
AFRICAN
LANGUAGE
TO EXPEL
WONDERFUL
INFLUENCE
POPULATION
ARCHITECTURE

WAR
TILE
TIME
POWER
NATIVE
EMPIRE
BALCONY
RAILING
HERITAGE
TO FIGHT
TO REBEL
TO OCCUPY
TO INVADE
TO DOMINATE
TO ASSIMILATE

Solution

UNIDAD C ARMA R AN I M O D R L
G FUNDAR G ENCUENTRO A LA
H ESRARGETNIA F SOYZNLR
O HCEGGMWORMLRIDAVNIU
Í OMTEXOEOUGFRAHCULT
D SQOWQTJIENÓICALBOPC
U OMXUUADNR OSÓREDOPKE
J LA AFRICANO DUCUMMFYT
M LRIMKIJREBELARSEOZI
C IAGCAQX INDÍGENA XHVU
W VVRANREBOGRASLUPXEQ
M AIKVFEZ OEPORUERCMIR
T RL GUERRA MFDNVMEZCLA
Á ALRQU DZERROT FONAMOR
R MAZEUQIRH RALIMISABF
A TQQXOCINÚ REDOPNEOJM
B RTIERRA RAPUCOLONIAI
E ACOPÉ OJELUZACMISIÓN
E VNÓCLABRXS OIREPMISB
X N G P M R A T S I U Q N O C A T I Q N