

Realidades 3 (Chapter 8)

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

WAR
TIME
ARAB
LAND
POWER
WEALTH
MUSLIM
RESULT
MISSION
TO RULE
TO ADOPT
TO EXPEL
CHALLENGE
MISSIONARY
MERCHANDISE
TO ESTABLISH
UPON ARRIVING

JEW
ARCH
ONLY
UNITY
TOWER
WEAPON
EMPIRE
BALCONY
RAILING
VARIETY
TO FOUND
POWERFUL
TO INVADE
TO CONQUER
TO DOMINATE
TO RECONQUER

MIX
TILE
RACE
ROMAN
BATTLE
MARVEL
COLONY
AFRICAN
SOLDIER
HERITAGE
TO FIGHT
LANGUAGE
TO OCCUPY
POPULATION
TO INTEGRATE
TO ASSIMILATE

Solution

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