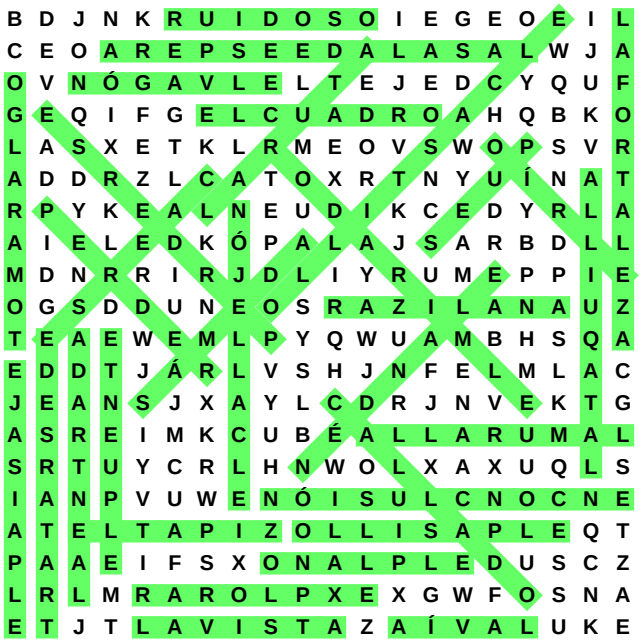
Avancemos 3 (Unit 6-2)

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

VIEW
ALLEY
RIVER
CASTLE
TO MISS
PLATFORM
FORTRESS
TO EXPLORE
WAITING ROOM
TICKET WINDOW
WAGON/(RAILROAD) CAR
WALL
TRACK
NOISY
BRIDGE
CITY MAP
PAINTING
LANDSCAPE
TO GET LOST
TO FALL DOWN
OUTLOOK/LOOKOUT
IN ADDITION/ADDITIONALLY
QUIET
ROUTE
AISLE
SO/WELL
TAPESTRY
ENTRANCE
TO ANALYZE
TO BE ABOUT
IN CONCLUSION
TO DRINK SOMETHING

Solution


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