

Realidades 3 (Chapter 8)

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

JEW
TILE
ONLY
LAND
TOWER
BATTLE
WEAPON
RAILING
BALCONY
AQUEDUCT
HERITAGE
CHRISTIAN
CHALLENGE
MERCHANDISE
ARCHITECTURE

WAR
RACE
ARAB
POWER
ROMAN
COLONY
MISSION
SOLDIER
LANGUAGE
ANCESTOR
TO REBEL
TO OCCUPY
SIMILARITY
TO DOMINATE
UPON ARRIVING

MIX
ARCH
TIME
UNITY
WEALTH
RESULT
TO RULE
VARIETY
TO FOUND
TO FIGHT
TO ADOPT
TO INVADE
MISSIONARY
TO ESTABLISH
TO BE FORMED BY

Solution

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