

Realidades 3: Chapter 1

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

HARD
TO HAIL
AT DUSK
TO CLIMB
THIS WAY
TO REACH
TO REALIZE
TO APPROACH
THE TRAINING
THE SLEEPING BAG
TO HAVE A GOOD TIME
TO STOP (DOING SOMETHING)

TOWARD
EXCITED
TO BEAT
THE GOAL
THE RACE
TO OCCUR
THE VALLEY
TO GET LOST
CONGRATULATIONS
TO MAKE AN EFFORT
THE WOODS/THE FOREST

A WHILE
AGAINST
THE HAIL
THE ROCK
TO SCARE
BEAUTIFUL
ONCE THERE
THE CEREMONY
TO WALK/TO MOVE
THE MOUNTAIN RANGE
TO BECOME THE CHAMPION

Solution

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