Realidades 3 (Chapter 8)

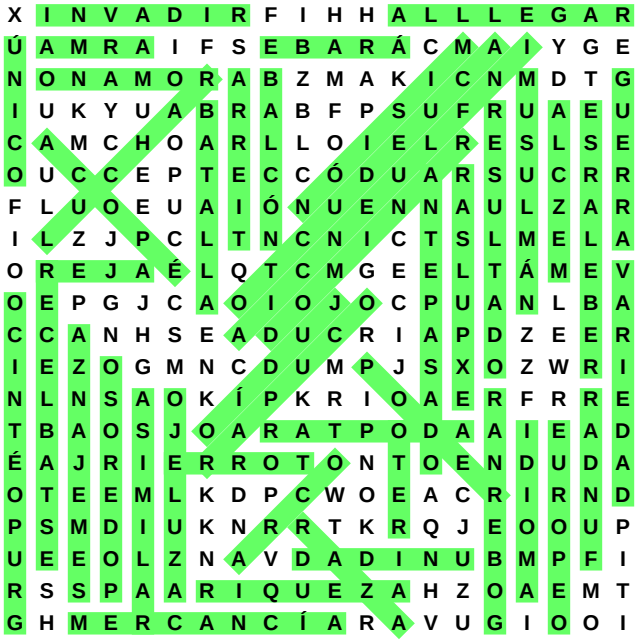
X I N V A D I R F I H H A L L L E G A R
Ú A M R A I F S E B A R Á C M A I Y G E
N O N A M O R A B Z M A K I C N M D T G
I U K Y U A B R A B F P S U F R U A E U
C A M C H O A R L L O I E L R E S L S E
O U C C E P T E C C Ó D U A R S U C R R
F L U O E U A I Ó N U E N N A U L Z A R
I L Z J P C L T N C N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

MIX
RACE
ARAB
TILE
UNITY
BATTLE
WEALTH
VARIETY
TO EXPEL
TO ADOPT
TO FOUND
EUROPEAN
TO INVADE
MERCHANDISE
TO ESTABLISH

JEW
TIME
ONLY
POWER
ROMAN
RESULT
RAILING
BALCONY
TO REBEL
AQUEDUCT
LANGUAGE
INFLUENCE
TO OCCUPY
TO DOMINATE
TO ASSIMILATE

WAR
ARCH
LAND
TOWER
MUSLIM
WEAPON
MISSION
TO RULE
ANCESTOR
TO FIGHT
POWERFUL
CHALLENGE
SIMILARITY
ETHNIC GROUP
UPON ARRIVING

Solution


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