## Kaleidoskop Thema 1



AGE
ETERNAL
TO TURN ON
EXPERIENCE
DEVELOPMENT
POSSIBLILTY
SMOOTH, SLIPPERY
TO ADMIT, OWN UP TO
ACTIVITY, OCCUPATION
TO BE LAZY, TAKE IT EASY

CASE<br>FAVORITE THAT WORKS IN NO CASE<br>TRAFFIC JAM<br>LEISURE TIME<br>DEPARTMENT STORE<br>TO DO, TO UNDERTAKE AT ANY RATE, DEFINITELY

TO CAMP<br>UP TO NOW<br>TO DISTURB<br>TO COMPARE<br>TO WORK OUT<br>CURIOUS,EAGER<br>TO REACH, ATTAIN<br>TO FIND OUT, OBSERVE<br>BOUNDARY, BORDER, LIMIT

## Solution

D S H A UFKEINENFALLBFVH
W GENGPSYVRVHTSTÖRENQ
M B NZEENEHCIELGREVOYO
UOOKUNHRDNELETSTSEFD
OTGVGECRPKYFXAKRRHJT
Y Y NLN I RAEYEGLIRES JMA
YCZNIDTGMISMK JHGTKWU
FALLACXFLNCQNSTSFLS F
C FROAPHCÄLAHINHGRAS J
A A AEWCSKWHUBEBENEPUE
MUI ZTQEEEGCXONYII PAD
P L T J M L M W GI G STNCLZTHE
E EPMBBAEZWTWES FBEGFN
N N W C D V H N W EIBOBCEIRUV
B Z T L M Z T S LCEP F Y N I T S A A
P ENEPPALKGYTUC QLMDK L
ENFAGTDLUYMBAHTTALGL
M Z A F J UUZ Y Q P G T B Q K W P O B
Q S LVONNYKRGZSINBELRE
I S YKGHMXUUNTERNEHMEN

