Puntos de partida (Chapter 4)

ERESRAÑABEGLAL F O MS Ε ZRXALA Т NARU D Н RUODABÁ Ε S Α R ZOR P M R Т E S R Ε U S D R A G U T O OΕ NVÓN Α J EAECO D C STMWU SDMS POOAAQCSÁ RRPGOQSH C EAELOH M C SRZ Н R N R ХТ S L U A B HΕ NADRA ΥΟ S EARAKDA E M A C R D S R Α Κ ı R Ρ C Н RREA ZAU 0 Т Ε R S L U D ĺ OBANAMZ RAPΥ C V BEC В PRORGAEV Α A B O U H C A A Q U I T A R S E O N

BED WALL NOISE **GARAGE** TO SEE **BATHTUB TUESDAY ARMCHAIR** TO BRING **END TABLE** SOFA, COUCH EACH, EVERY TO HAVE LUNCH TO TAKE A BATH TO GET DRESSED TO THINK (ABOUT) TO BEGIN, TO START TO TAKE OFF (CLOTHING) THE MOVIES, MOVIE THEATRE TO LOSE; TO MISS (AN EVENT, ETC.)

KEY THING MOVIE **MONDAY FRIDAY** TO HEAR **BEDROOM HOMEWORK BATHROOM BOOKSHELF** LIVING ROOM TO BE CALLED **DAILY ROUTINE** TO DO, TO MAKE (BATHROOM) SINK TO TAKE A SHOWER TO PUT ON (CLOTHING) TO RETURN (TO A PLACE) TO LEAVE (A PLACE); TO GO OUT TO PUT, PLACE, TURN ON (APPLIANCE)

ALONE UNTIL **DURING KITCHEN** WITHOUT TO REST **SATURDAY** TO SERVE YESTERDAY RUG, CARPET DRINK (NOUN) TO UNDERSTAND DISHES, PLATES BUREAU, DRESSER PATIO, (BACK)YARD TO ASK FOR, TO ORDER TO PLAY (A GAME, SPORT) FREE-STANDING CLOSET, **CUPBOARD**

LAMP

Solution

ERESRAÑABEGLALFOMB RXALASETNARUDHRE Ζ UODABÁSPAMEA MARTESRRE ACSUSDRAGUJD V Ó N T O O A J E I P P T I A S E C O I L F D C S T M W U Z R A M S P O O Á A Q C S Á R R A T F PGOQSHCEAELOHSEE ERATISEMNVMCASRRGG ZNIYARXTSLUHRE ABHLELENADRAYOEMSS RAKDANPAREMACLARES O A Ñ R R D S I R A A K I Í C E N T AIEPEJLIRLPNCHNRAN D P R R E A A T L Z A U E O E S P A I E A A V D T E R S L U P I O B O T BANAMZIÍRAPYVCTA ECBIPRORGAEVALLÑ BOUHCAAQUITARSEONKP