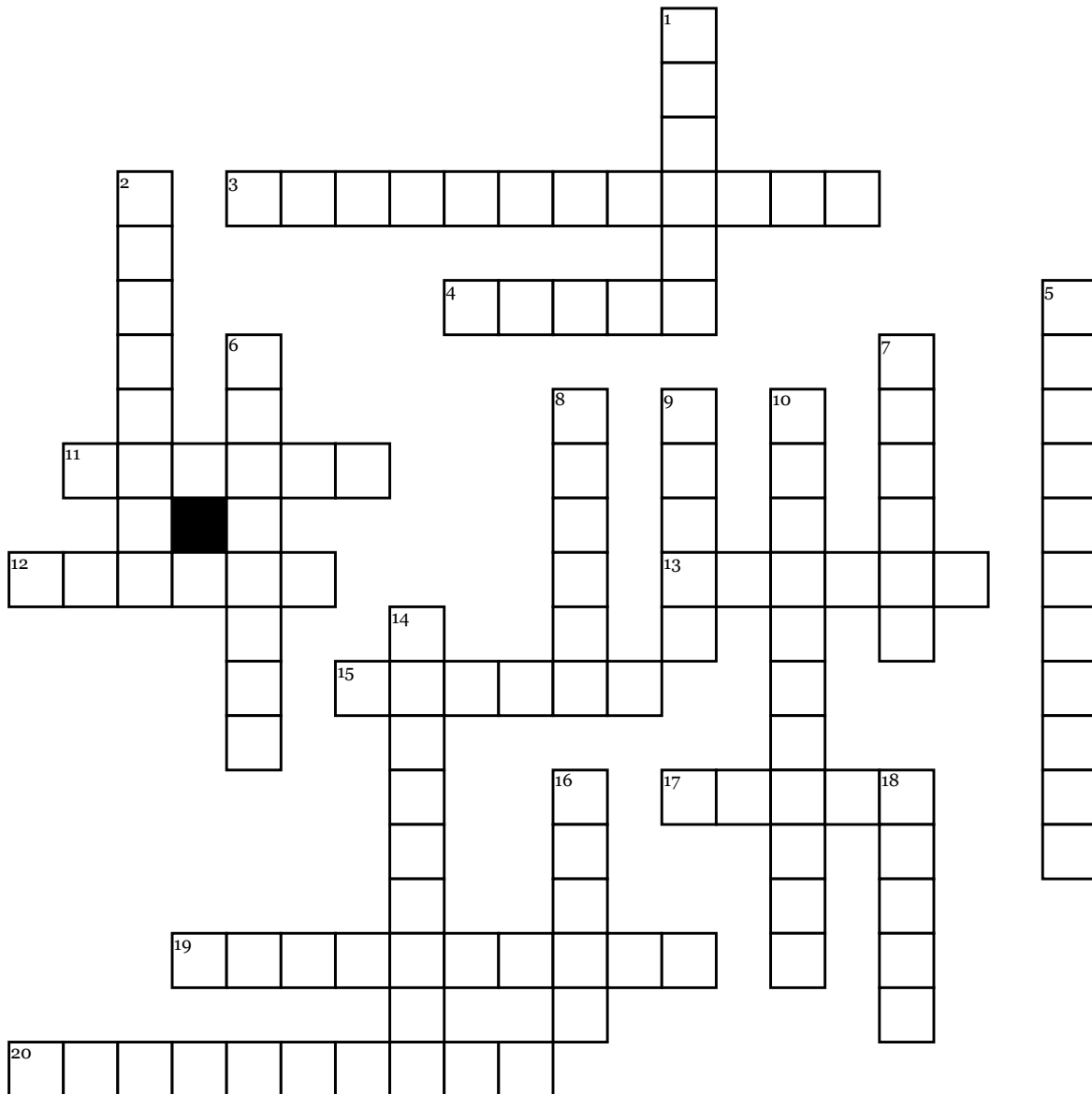


# Ender's Game



**Across**

- 3.** demand and take for use or service
- 4.** talk in a monotonous voice
- 11.** squeeze together tightly
- 12.** not transmitting or reflecting light or radiant energy
- 13.** pathetically lacking in force or effectiveness
- 15.** soldiers regarded as expendable under artillery fire

**17.** moving and bending with ease

**19.** release from entanglement or difficulty

**20.** an outline of a solid object as cast by its shadow

**Down**

- 1.** lying face upward
- 2.** a fleet of small craft
- 5.** the process of absorbing one cultural group into another
- 6.** turn away from; give up

**7.** shockingly repellent; inspiring horror

**8.** disarrange or rumple; dishevel

**9.** feel extreme irritation or anger

**10.** partially excusing or justifying

**14.** someone who is drafted into military service

**16.** great merriment

**18.** escape, either physically or mentally