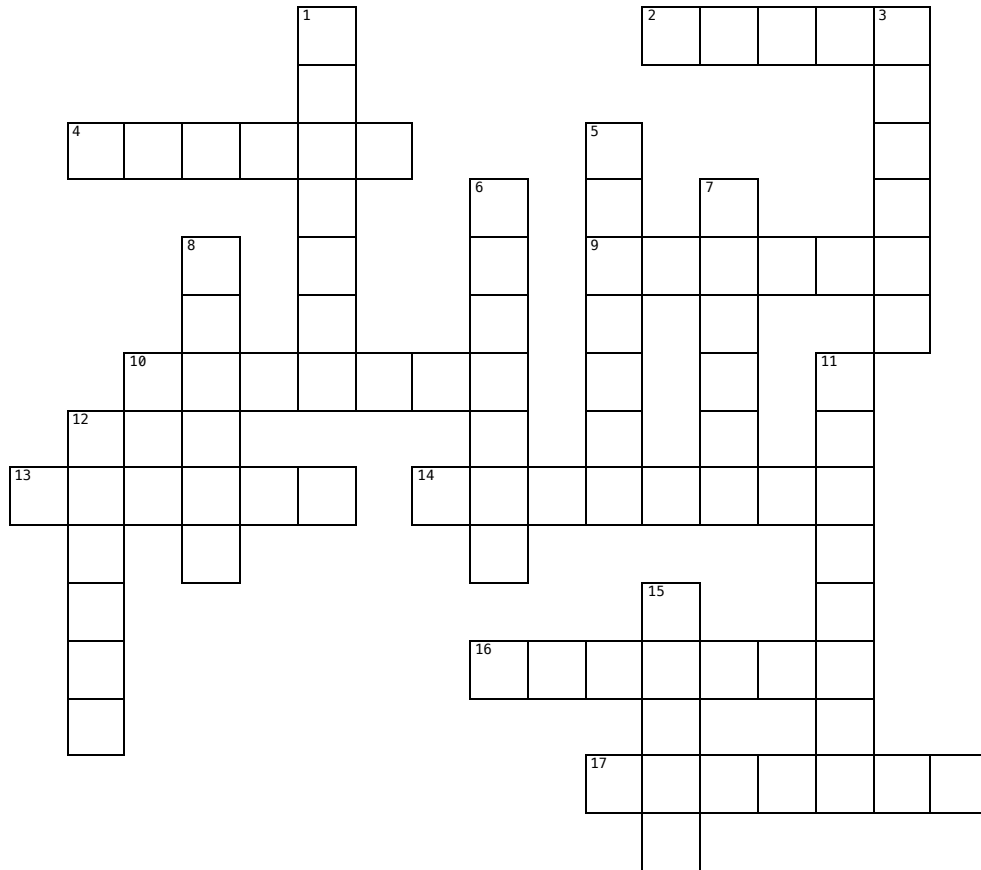




The quest to save Ibra...

THE ADVENTURE

Use the clues to fill in the grid. Every answer comes from *Aku: Journey to Ibra*. The number after each clue tells you how many letters it has.



ACROSS

- 2. Aku's home planet (5)
- 4. Planetary protection Grandpa raises (6)
- 9. What Aku must do for Grandpa (6)
- 10. Trae and Benji to Aku (7)
- 13. Where Aku invents and tinkers (6)
- 14. Nash's crumbling sky HQ (8)
- 16. Acting despite fear (7)
- 17. Nash's neon city (7)

DOWN

- 1. The helmet works best when you ___ (7)
- 3. The object that starts it all (6)
- 5. Stripping Ibra of its fruit (7)
- 6. Aku is asked if he accepts the ___ (7)
- 7. Flee from Nash's soldiers (6)
- 8. Doorway that opens in Aku's bedroom (6)
- 11. Where the mystery box beeps (8)
- 12. A fight against the soldiers (6)
- 15. What can be caught (5)