

Instructions

In each grid, determine whether each empty square contains a zombie, vampire, or ghost. The number of each is provided beside the grid.

Clues outside the grid describe how many monsters can be seen looking into the grid from that position. Line of sight includes the nearest row or column, turning 90 degrees when mirrors reflect.

Vampires do not have reflections and can only be seen directly. Ghosts cannot be seen directly and can only be seen reflected in mirrors. Zombies are always seen.

Spiders!

In this variant invented by Wagner Gerlach, the first monster directly in front of a spider (marked with a web) has its viewing conditions reversed!

This twist means zombies in front of spiders are never seen, vampires in front of spiders behave like ghosts, and ghosts in front of spiders behave like vampires.

Note: Spiders do not count as monsters seen from the clues around the grid edge.

	1	1	2	2	
2					2
1					3
1					2
1					0
	1	2	1	0	

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3 Ghosts

3 Vampires

3 Zombies

	1	2	2	1	
3					0
0					1
1					1
3					1
	3	2	1	1	

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3 Ghosts

3 Vampires

3 Zombies

	2	3	1	0	
3					0
2					2
1					3
1					1
	2	1	0	2	

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3 Ghosts

3 Vampires

3 Zombies

	1	1	1	1	
1					2
2					1
0					1
1					2
	1	2	2	1	

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3 Ghosts

3 Vampires

3 Zombies

	1	0	1	3	
2					1
1					2
0					1
1					2
	2	1	2	2	

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3 Ghosts

3 Vampires

3 Zombies

	1	1	1	1	
0					0
2					3
2					1
1					0
	1	3	2	0	

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3 Ghosts

3 Vampires

3 Zombies