



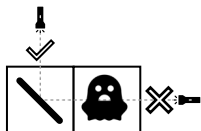
Grateful Undead



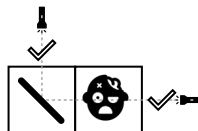
GRAD

It's so dark in this haunted mirror maze that you can't see anything at all!

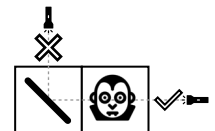
Each blank cell in a grid contains a ghost, a zombie, or a vampire. Each number outside the grid indicates how many monsters you can see when you stand outside in that position and shine a flashlight into the grid. Whether you can see each monster in your line of sight (which bounces off of mirrors at 90-degree angles) depends on the type of monster and whether they are before or after your line of sight reaches a mirror. Figure out where the monsters are in each maze before you bump into them!



Ghosts are **not** visible directly, but their reflections **are** seen in mirrors.

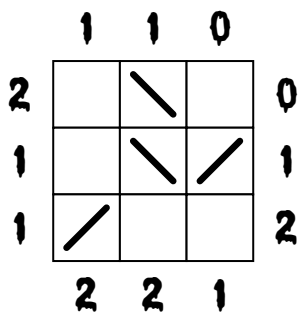


Zombies **are** visible directly and their reflections **are** seen in mirrors.



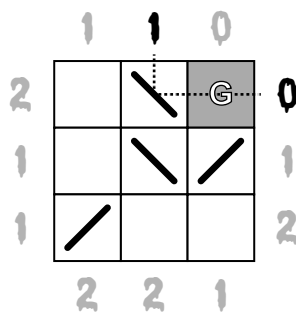
Vampires **are** visible directly but their reflections are **not** seen in mirrors.

Example Puzzle



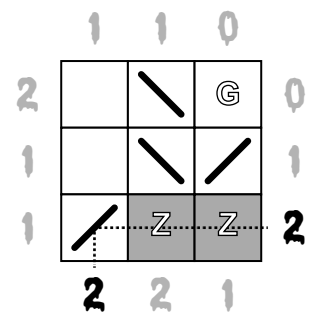
Step 0

Each puzzle is provided as a grid of cells, some of which contain mirrors. Each perimeter has a number.



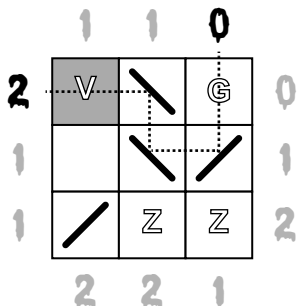
Step 1

The lines of sight between the top 1 and the righthand 0 are indicated by the dotted line. The monster in the shaded cell is not seen directly but their reflection is seen. Thus, it must be a ghost.



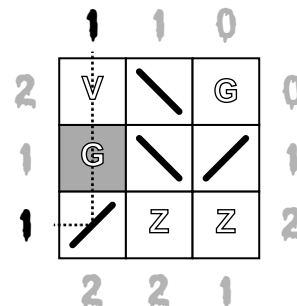
Step 2

The lines of sight between the bottom 2 and the righthand 2 are indicated by the dotted line. The monsters in the shaded cells and their reflections are seen directly. Thus, they must be zombies.



Step 3

The lines of sight between the lefthand 2 and the top 0 are indicated by the dotted line. The reflection of the monster in the shaded cell is not seen. Thus, it must be a vampire.



Step 4

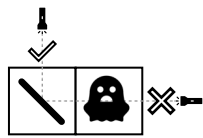
The lines of sight between the lefthand 1 and the top 1 are indicated by the dotted line. The monster in the shaded cell is not seen directly, because the top 1 is already satisfied by the vampire below it that *can* be seen directly. Thus, it must be a ghost.



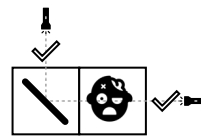
Grateful Undead



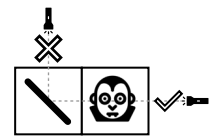
GRAD



Ghosts are *not* visible directly, but their reflections *are* seen in mirrors.



Zombies *are* visible directly and their reflections *are* seen in mirrors.



Vampires *are* visible directly but their reflections are *not* seen in mirrors.

		3	1	2	1	
2			/	/	1	
1		\		/	1	
2		\	/	/	0	
3	/			\	0	
	2	1	0	2		

		0	1	2	2	
0		/	/	/	1	
1	\	\			2	
3				\	1	
1	/	/			2	
	1	2	3	2		

		1	2	1	3	
3		\	\		1	
0	/				3	
2	/		\		2	
0			\	\	3	
	1	1	2	2		

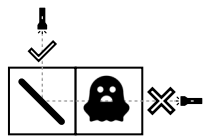
		1	1	1	2	
0	\		/	/	2	
2				/	1	
3			\		2	
0	/	/		\	1	
	2	1	1	1		



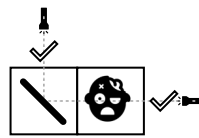
Grateful Undead



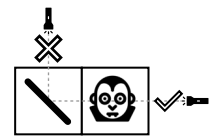
GRAD



Ghosts are *not* visible directly, but their reflections *are* seen in mirrors.



Zombies *are* visible directly and their reflections *are* seen in mirrors.



Vampires *are* visible directly but their reflections are *not* seen in mirrors.

		1	1	1	3
0		/	/	/	2
2				/	1
1	/	/			3
1		\		\	1
	2	0	3	3	

		3	2	2	3
4		\			2
0	/		/		2
3					3
0	/		\	\	3
	1	0	1	2	

		3	3	1	0
2					2
2			\		1
3				/	2
3	/	/		\	1
2	/		\	\	0
	0	1	0	2	

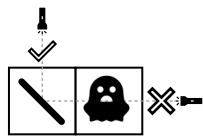
		2	1	1	1
3	/	\		/	0
3					3
2		/	\		2
3				\	0
	3	1	2	2	



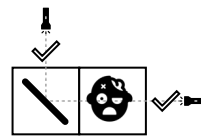
Grateful Undead



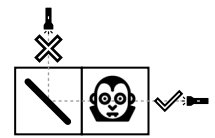
GRAD



Ghosts are *not* visible directly, but their reflections *are* seen in mirrors.



Zombies *are* visible directly and their reflections *are* seen in mirrors.



Vampires *are* visible directly but their reflections are *not* seen in mirrors.

		1	0	2	1	2
3		\	\	\		1
0	\		/			4
2					\	2
0	/			\	\	3
		2	1	2	2	2

		0	2	2	1	
2	\	\				0
0	\			/		2
1		/				1
3		/				2
		2	2	2	2	

		2	2	4	2	
2	\			/		0
1		/				3
2	\					4
0	\	/		\		0
		0	0	4	0	

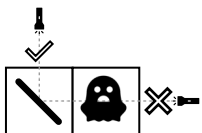
		0	2	1	2	
1			/	/		0
1				\		0
2	/			/		1
3	/	/				2
		1	2	3	1	



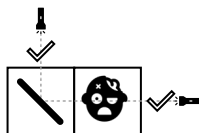
Grateful Undead



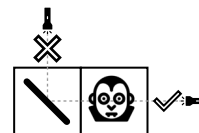
GRAD



Ghosts are *not* visible directly, but their reflections *are* seen in mirrors.



Zombies *are* visible directly and their reflections *are* seen in mirrors.



Vampires *are* visible directly but their reflections are *not* seen in mirrors.

		0	2	2	3	
1					/	0
3						3
2	/			\		2
1	/	/				2
	3	0	2	3		

