

## ANTI-KNIGHT SUDOKU

Fill digits 1–9 in the empty spaces of the grid so that they appear once in each row, column, and 3×3 square.

Additionally, no two cells that are a Chess Knight's move apart can have the same digits.

								3
	3			8	4		7	9
					3		8	
	9		2				1	6
		1		5	8		2	
						3		4
4			7		6	1		
7		3				6		
				2	5	7		

