

## ANTI-KING 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 King's move apart can have the same digits.

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

