

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.

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

