

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.

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

