

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

