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.

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

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