

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.

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

