

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.

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

