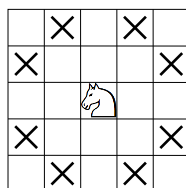


### SUDOKU – ANTI KNIGHT

Plaats de cijfers 1-9 precies één keer in elke rij, kolom en 3x3-blok.  
Vakjes die op (schaak)paardensprong-afstand van elkaar staan, mogen niet hetzelfde cijfer bevatten.

*Apply classic sudoku rules.*

*Two cells that can be reached by a (chess) knight-step may not contain the same digit.*



|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
|   |   |   |   | 1 |   | 6 |   |   |
|   |   |   |   |   | 2 |   | 7 |   |
|   |   |   |   |   |   | 3 |   | 2 |
|   |   |   |   |   |   |   | 4 |   |
| 6 |   |   |   |   |   |   |   | 5 |
|   | 8 |   |   |   |   |   |   |   |
| 8 |   | 5 |   |   |   |   |   |   |
|   | 6 |   | 4 |   |   |   |   |   |
|   |   | 2 |   | 6 |   |   |   |   |