

In this puzzle, fill the grid with digits 0 to 9 using the rules and sums given.

		○	◇	14
△	○	○	◇	18
👉	□	○	◇	14
□	□	△	◇	14
□	□	◇	👉	11

○	☆	○	□	15
	◇	△	□	21
	○	□	□	17
△	◇	○	○	22
👉	👉	◇	□	15

Puzzles created by David Millar. For more puzzles and info on my puzzle games, puzzle books and magazines, and to learn how to hire me, go to <http://www.thegriddle.net> where you can also get e-mail and RSS updates. You can also get updates and talk to me via @thegriddle on Twitter over at <http://twitter.com/thegriddle>

**There is something tricky about the red knight.**  
(Also fixed 6/4/2010 thanks to Grant!)

○		◇	□	18
	△		□	13
△	👉	◇	👉	10
4	☆	◇	□	23
○		□	□	20

○	☆	◇	○	22
△		□	□	15
△	△	□	◇	14
□	△	◇	○	22
○	△	□	👉	14

-  Must be prime, at least 2, have no neighbors orthogonally that are prime or are 1
-  Must be either 0 or 5 but not have the same digit as a neighbor unless the neighbor is a diamond
-  Is odd and is the sum of all digits left of it in the row
-  Located directly below an even digit & less than it (but not 0)
-  Specifies the amt. of even numbers (including 0) in the attack range
-  Not a multiple of 3, and all copies are the same digit within the specific grid

👉		◇	□	□	○		18
△	□	□	👉	◇		△	17
□		□	◇		○	□	27
○	△	◇	○	△	□	□	27
○	△		◇	□	□	□	23
	◇		☆	◇	□		20
	◇	△	◇		□	△	25

👉	○	◇	○	◇		◇	18
	○	◇	○	◇	○	○	16
□	◇	○	2		□	□	22
□	□	□		☆	👉	□	15
	□	○		◇		□	25
○	○	○	△	◇	□	□	19
	◇	○	△	◇	□		20