

Instructions

In each grid, fill each row, column, and block with one of each digit from 1 to 8 with no repeats. The cells with chess knights will not contain a digit.

The chess knights placed in the grids display the sum of the digits in the cells which they could attack, as shown below for reference.

Thanks to Tyler Hinman for test-solving this batch of puzzles, without whom I would have released this page with only five of the puzzles being solvable.

Knight's Move

