Intersections of Kakuro blocks that determine a digit.

A = number of squares in first block B = number of squares in second block

For A = 2, B = 5: "4x33=3" means that a two-square block totaling 4 which intersects a five-square block totaling 33 must have a 3 in the common square.

A = 2 B = 2	A = 2 B = 3	A = 2 B = 4	A = 2 B = 5	A = 2 B = 6	A = 3 B = 3	A = 3 B = 4	A = 3 B = 5	A = 3 B = 6
3x4=1	3x19=2	3x26=4	3x33=2	3x37=2	6x20=3	6x27=3	6x33=3	6x38=3
3x11=2	4x7=1	4x26=3	4x33=3	4x38=3	7x20=4	7x27=4	7x33=4	7x39=4
4x6=1	4x19=3	4x27=3	5x34=4	5x39=4	7x21=4	7x28=4	7x34=4	
4x11=3	4x20=3	5x28=4	6x35=5		8x22=5	8x29=5	8x35=5	
4x12=3	5x21=4	6x29=5			9x23=6	9x30=6		
5x13=4	6x22=5	7x29=5			10x23=6			
6x14=5	7x23=6	7x30=6			10x24=7			
7x15=6	8x23=6	13x10=4						
8x16=7	8x24=7	15x12=6						
9x16=7	12x6=3	17x14=8						
9x17=8	12x7=4							
14x16=9	14x8=5							
16x17=9	15x9=6							
	16x10=7							
	16x11=7							
	16x23=9							
	17x11=8							

A = 4 B = 4	A = 4 B = 5	A = 4 B = 6	A = 5 B = 5
10x28=4	10x34=4	10x38=3	15x35=5
11x29=5	11x35=5	10x39=4	
12x30=6	29x15=5		