

GETTING THE DIGITS

The next rescue mission is sited in a deep dungeon full of numerical locks. As you move from key to key, bored out of your mind, you can't help but feel like this is all just padding for time.

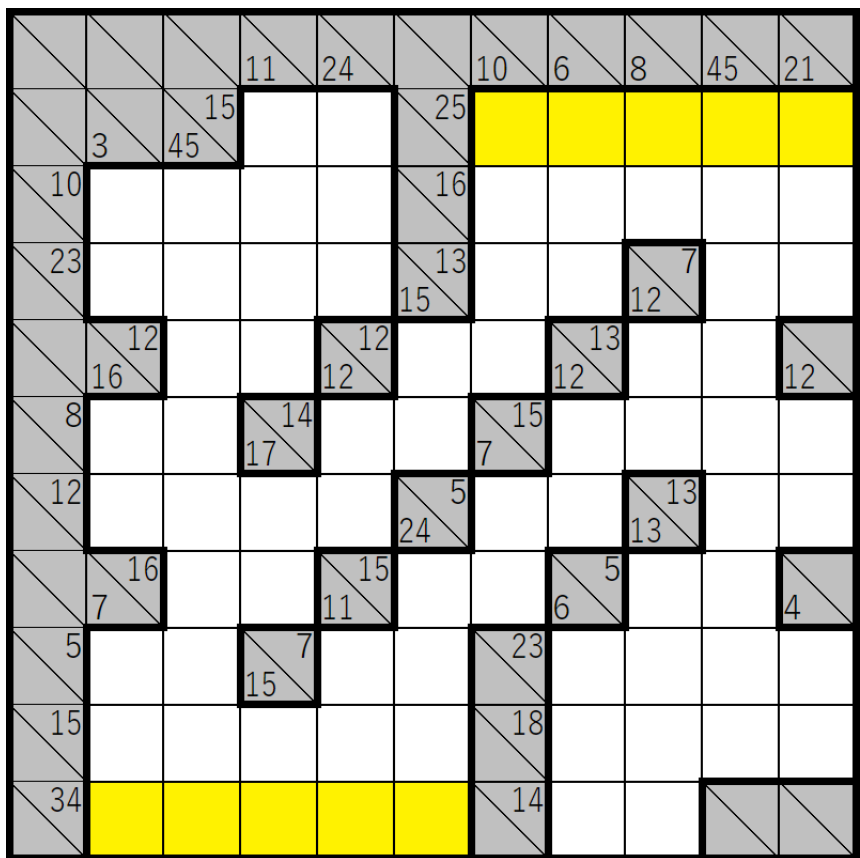
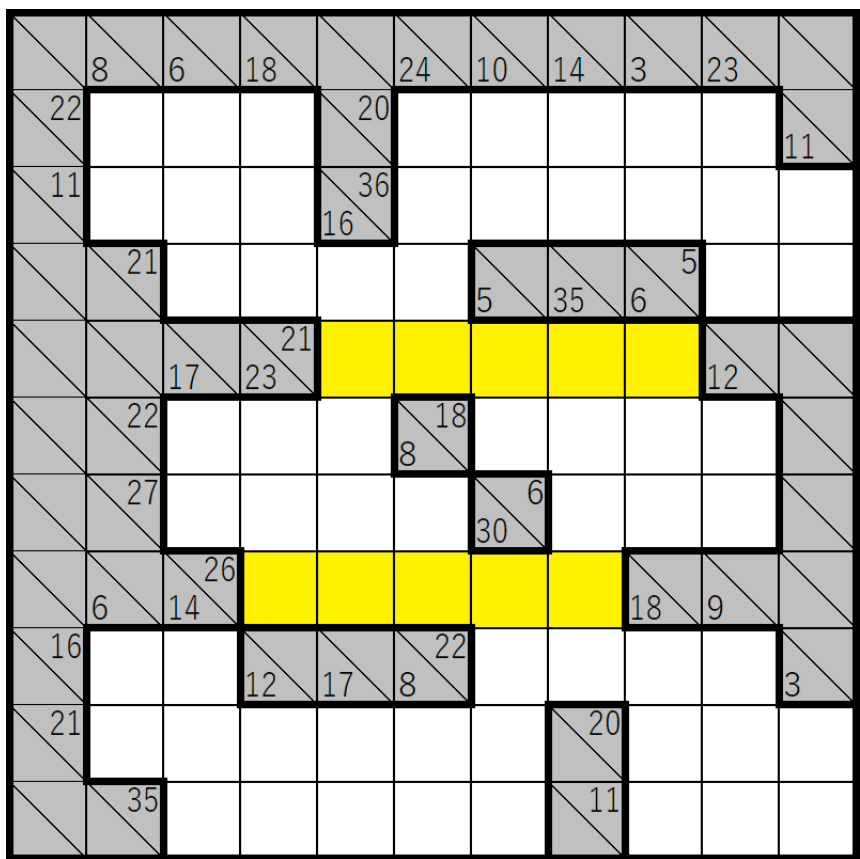
Looks like this dungeon's full of **Kakuro** puzzles! If you're not familiar with the puzzle type, the aim is to place a single digit from 1 to 9 in each empty cell such that the sum of the digits in each Across entry is equal to the number to the left of the entry, while the sum of the digits in each Down entry is equal to the number above the entry. No digit may be repeated within a sum.

Each floor of the dungeon appears to be built in a different way. You consult your intel notes:

- Floor B1: **Non-consecutive**. No two orthogonally adjacent digits may be consecutive.
- Floor B2: **Missing digit**. This puzzle uses only 8 of the 9 possible digits.
- Floor B3: **Off-by-one**. Each given sum is either one higher or one lower than its true value.
- Floor B4: **Bigram**. When calculating a sum, you may treat adjacent digits as a two-digit number. (For example, the digits [5164] can be summed as $5+1+6+4=16$, $5+16+4=25$, $5+1+64=70$, or several other possible combinations.)

You take out your floor maps. Oops! Looks like they got mixed up in your bag somehow...

(Each of the following grids links to an interactive player, hosted on puzz.link. Note that the player's rules are set to standard rules, so they won't reflect the true correctness of your solution. For print-friendliness' sake, the grids can be found on the next two pages.)



	11	22		10	4	29		19	19	11
16			9	10			22			
23							6			
	13			22	12	33				
8			31						25	10
4			7			25				
15			24			12				
	18	8	24					11		
18						8				
7						7	16			14
22				33						
				14				7		

	7	13	15		16	26		26	13	23
18				11			19			
8				10			13			
32				28			14			
	14	6	39	24					8	14
15						15				
27						27				
					31					
	20	12	26						16	22
20				22						
9				14			12			
23				9			19			