**How I came up with the solutions:**

* In Part-A, I focused on calculating the total combinations, distribution matrix, and probability of sums for regular dice rolls. I used nested loops to iterate through all possible combinations and stored the results in appropriate data structures.
* For Part-B, where the dice needed to be undoomed, I devised a function called **undoom\_dice**. I iterated through each face of Die A, checking if the number of spots exceeded 4. If it did, I replaced it with 4, ensuring that no face had more than 4 spots. Die B was simply copied as is since it could have any number of spots.