Code and output: -

```python
def roll_a_dice_new_v():
    dice_a = [0] * 6
    dice_b = [0] * 6

    # Since max value dice1 can accept is 4
    dice_a[5] = 4
    dice_b[5] = 8

    # initial value for the both the dice to get value 2
    dice_a[0] = 1
    dice_b[0] = 1

    for m in range(1, 3):
        if m == 1:
            dice_a[m] = dice_a[m - 1] + 1
            dice_b[m] = dice_b[m - 1] + 2
        elif m == 2:
            dice_a[m] = dice_a[m - 1] + 0
            dice_b[m] = dice_b[m - 1] + 1

    for m in range(4, 2, -1):
        if m == 4:
```

```python
            dice_a[m] = dice_a[m + 1] - 1
            dice_b[m] = dice_b[m + 1] - 2
        elif m == 3:
            dice_a[m] = dice_a[m + 1] - 0
            dice_b[m] = dice_b[m + 1] - 1

    for value in dice_a:
        print(value, end=",")
    print()

    for value in dice_b:
        print(value, end=",")
    print()

    a, b = 0, 0
    possible_value = [0] * 36
    l = 0

    print("Combinations Possible :")
    for i in range(len(dice_a)):
        for j in range(len(dice_b)):
            a = dice_a[i]
            b = dice_b[j]
```

```python
46                print(f"({a},{b}) \t", end="")
47                possible_value[l] = a + b
48                l += 1
49            print()
50
51        print("Sum of their Combinations : ")
52        for value in possible_value:
53            print(value, end=",")
54        print()
55
56    # Call the function
57    roll_a_dice_new_v()
58    |
```

```
D:\pythonProject2\venv\Scripts\python.exe D:\pythonProject2\main.py
1,2,2,3,3,4,
1,3,4,5,6,8,
Combinations Possible :
(1,1)   (1,3)   (1,4)   (1,5)   (1,6)   (1,8)
(2,1)   (2,3)   (2,4)   (2,5)   (2,6)   (2,8)
(2,1)   (2,3)   (2,4)   (2,5)   (2,6)   (2,8)
(3,1)   (3,3)   (3,4)   (3,5)   (3,6)   (3,8)
(3,1)   (3,3)   (3,4)   (3,5)   (3,6)   (3,8)
(4,1)   (4,3)   (4,4)   (4,5)   (4,6)   (4,8)
Sum of their Combinations :
2,4,5,6,7,9,3,5,6,7,8,10,3,5,6,7,8,10,4,6,7,8,9,11,4,6,7,8,9,11,5,7,8,9,10,12,

        ished with exit code 0
Terminal Alt+F12
```