```c
#include <stdio.h>
#include <string.h>
#include <fcntl.h>
#include <unistd.h>
#include <sys/ioctl.h>

#define SIZE 100
#define WORD_SIZE 5
#define IOCTL_RESET_GAME _IO('W', 1)

int main()
{
    char input[SIZE];
    char output[SIZE];
    char choice[SIZE];
    int fd = open("/dev/Seminar5", O_RDWR);

    if (fd == -1) {
        perror("Failed to open device");
        return -1;
    }

    ioctl(fd, IOCTL_RESET_GAME);

    while (1) {
        printf("Enter your %d-letter guess (or type 'exit'): ", WORD_SIZE);
        fgets(input, sizeof(input), stdin);

        if (strncmp(input, "exit", 4) == 0)
            break;

        write(fd, input, WORD_SIZE);

        memset(output, 0, SIZE);
        read(fd, output, SIZE);

        if (strncmp(input, output, WORD_SIZE) == 0)
        {
            printf("Congratulations! You guessed the word!\n");
            printf("Do you want to play again? (y/n): ");
            fgets(choice, sizeof(choice), stdin);

            if (choice[0] == 'y' || choice[0] == 'Y')
            {
                ioctl(fd, IOCTL_RESET_GAME);
                printf("\nNew game started!\n");
            } else
            {
                printf("\nThanks for playing!\n");
                break;
            }
        }
        else
        {
            printf("\nHint: %s\n\n", output);
        }
    }

    close(fd);
```

```
    return 0;
}
```