The stages of the game are as follows:

1. Initially, the user selects a number in their mind without informing the computer (they do not provide the number as input to the computer). The chosen number should be between 1 and 99.

2. We run the program.

3. The program guesses a number and prints it.

4. The printed number creates three possible scenarios:

1. If the printed number is greater than the number you have in your mind, you tell the program that your number is smaller by typing 'k'. In this case, the program must guess another number and display it. This process continues until the program correctly guesses your number. (It's worth noting that when you type 'k,' the program should guess a number smaller than its previous guess to expedite the game.)

2. If the printed number is smaller than the number you have in your mind, you tell the program that your number is larger by typing 'b'. In this case, the program must guess another number and display it. This process continues until the program correctly guesses your number. (When you type 'b,' the program should guess a number larger than its previous guess to speed up the game.)

3. If the printed number is the same as the number you had in your mind, you tell the program that it has guessed correctly by typing 'd', and the game ends.