Store word/phrase in answer variable

Store hint/category in hint variable

Store guessed word as mask of underscores

Create player list dictionary, keys are players, values are dollar amounts

Create spin function

Create vowels list

Display hint

Display guessed word

While there are still underscores in guessed word:

If every letter remaining is a vowel:

For each player in player list:

Ask to solve or guess

If solve, prompt for full guess:

If guess = answer, bank +$500 and you win round

Else your turn is over, move to next player

Else, prompt to buy vowel

If bank is less than $250:

Continue to next player

Else:

Prompt to buy vowel

Check if vowel is in word

If vowel is in word, Reveal it

Else, Continue to next player

For each player in player list:

Ask to either solve or spin

If solve, prompt for guess:

If guess equals answer, bank +500, you win round

Else your turn is over, move to next player

Else call spin function

If spin is bankrupt, set dictionary value to zero and move on to next player

If spin is lose turn, continue to next player

If spin is dollar amount, prompt player for guess

If guess is not alpha, let them know and get new guess

If guess is in word, reveal all instances of that letter and add money to bank

Prompt to either solve, buy vowel, or end turn

If buy vowel, make sure they have enough money to buy vowel

If not, prompt again to either solve or end turn

If solve, get response.

If response is correct, player wins round and gets extra 500 for solving the puzzle

Else turn is over

Else turn is over

Else buy vowel, subtract money from bank

If vowel is in word, reveal all instances of vowel

Else end turn

If solve, get response

If response is correct, player wins round and gets extra 500 for solving

Else turn is over

Else turn is over

Else turn is over

Loop through until word is solved. Repeat for round two with new word

Determine winner after 2 rounds by finding the maximum value in the player list dictionary