Steps of how the program operates:

1. First the program resets the Total _Score and High_Score variables. This is to make sure that when the user starts the game that no previous scores are stored. The variable Play_again is also reset to make sure that the program doesn't count previous values for the variable.

2. A repeat until statement is then used. This is used to stop the program when the user specifies that they do not want to play again.

3. A repeat statement is then used to repeat the program for 5 rounds. The program also resets the letters in the Word_Score variable aswell as in the 9 Letters and User_Word lists in order to stop errors and confusion.

4. Inside this repeat until statement is a repeat statement that repeats 9 times. This statement is used to generate 9 random numbers. Inside it I used 2 variables, Random_Num and Temp_Letter, in order to generate a random number between 0 and 99 and to store a random letter. The random number is used as a letter number in the Letters list and the random letter that I receive is placed in the 9 Letters list. This repeats 9 times to generate 9 random letters. The Letters list is used to store the 99 letters that I am using and the 9 Letters list is used to store the 9 letters the user can use.

5. I then set Counter to 1 and asked the user what their word they will be using is. I store their answer in the selected_word variable. I then convert this word into the list User_Word.

6. I next use a repeat until statement that will keep counting until the counter is greater than the length of the word. This is to stop the program from reading in white spaces if the user enters a word less than 9 letters long.

7. I then have an If Else statement to check if the user has entered a word which uses letters in the 9 Letters list. If the user has entered a word that uses the letters in the list it will congratulate the player and then will continue to add the score for the word. If not, the program will display a warning and will continue down the program. The scoring system works in that 2 points will be added for a consonant and 1 point will be added for a vowel. The program adds the score of the word to the Total_Score variable and scores the program's individual score to the Word_Score variable.

8. The program then checks if the score in Word_Score is greater than the score in the High_Score variable. If the current score is greater than the high score, the current score becomes the high score.

9. After this the program says Game Over for if the 5 rounds have been completed. The program then shows us the total score and high score. It then asks if the user wants to play again. If the user enters Y the program will play again, however if they enter N the program will print "Thanks for playing!" and will then end.