**Problem Statement**

**Title:** *"Word Jumble Game: Design and Implementation"*

**Scenario:**

You are tasked with developing a Python-based *Word Jumble Game*, which is a type of puzzle where players are presented with scrambled letters that they must rearrange to form a correct word. The game should load a set of words, scramble them, present them to the user, and track the score based on correct answers. Additionally, the game should offer difficulty levels, where higher levels have longer words.

**Objectives:**

1. **Load and Select Words**:
   * Load a list of words from a text file (words.txt) or a web API.
   * Select words for the game based on the chosen difficulty level.
2. **Scramble Words**:
   * Randomly shuffle the letters in each selected word to create a jumbled version.
   * Ensure that the scrambled word is different from the original word.
3. **User Interaction**:
   * Display the scrambled word to the player and prompt for a guess.
   * Provide feedback if the guess is correct or incorrect. Allow multiple guesses with hints if desired.
4. **Scoring and Levels**:
   * Implement a scoring system where correct answers increase the score, and incorrect guesses may reduce it or provide hints at a penalty.
   * Allow players to select a difficulty level:
     + **Easy**: Words with 3-4 letters.
     + **Medium**: Words with 5-6 letters.
     + **Hard**: Words with 7 or more letters.
5. **Game Loop and Exit Condition**:
   * Create a loop that presents words one by one and allows players to guess until they choose to exit.
   * Display the total score at the end.