```html
<!DOCTYPE html>
<html>
<head>
<style>
</style>
</head>
<body>
<script>

var randomNumber, numberOfGuesses;

function startGame() {
    randomNumber = randomNumber = Math.floor(Math.random() * 100) + 1;
    numberOfGuesses = 0;
    document.getElementById("guess").value = "";
    document.getElementById("guessResult").value = "";
}

function makeGuess() {

    var numberGuessed = document.getElementById("guess").value;
    numberGuessed = parseInt(numberGuessed);
    numberOfGuesses = numberOfGuesses + 1;

    if (numberGuessed < randomNumber) {
        document.getElementById("guessResult").value = 'Your guess was too low';
    }
    if (numberGuessed > randomNumber) {
        document.getElementById("guessResult").value = 'Your guess was too high';
    }
    if (numberGuessed == randomNumber) {
        document.getElementById("guessResult").value = 'Your guess was correct.  You
        guessed it in ' + numberOfGuesses + ' guesses.';
    }
}
</script>
<h1>Guess A Number</h1>
<p>Press the "Start" button to start a game.</p>
<p><input type="button" id="startButton" VALUE = "Start New Game"
onclick=startGame()></p>
<P>Then enter your guess in the texbox below and press the "Guess" button to see how
you did.
If you guessed too low or too high, make another guess.</p>
<p>What is your guess? <input type="text"  id="guess"></p>
<p>Result <input type="text"  id="guessResult" size="55"></p>
<p><input type="button" id="guessButton" VALUE = "Guess" onclick=makeGuess()></p>
</body>
</html>
```