```csharp
using UnityEngine;
using System.Collections;

public class NumberWizards : MonoBehaviour {
    // Use this for initialization
    int max;
    int min;
    int guess;

    void Start () {
        StartGame();
    }

    void StartGame () {
        max = 1000;
        min = 1;
        guess = 500;

        print ("==========================");
        print ("Welcome to Number Wizard");
        print ("Pick a number in your head, but don't tell me!");

        print ("The highest number you can pick is " + max);
        print ("The lowest number you can pick is " + min);

        print ("Is the number higher or lower than " + guess + "?");
        print ("Up = higher, down = lower, return = equal");

        max = max + 1;
    }

    // Update is called once per frame
    void Update () {
        if (Input.GetKeyDown(KeyCode.UpArrow)) {
            min = guess;
            NextGuess();
        } else if (Input.GetKeyDown(KeyCode.DownArrow)) {
            max = guess;
            NextGuess();
        } else if (Input.GetKeyDown(KeyCode.Return)) {
            print("I won!");
            StartGame();
        }
    }

    void NextGuess () {
        guess = (max + min) / 2;
        print ("Higher or lower than " + guess);
        print ("Up = higher, down = lower, return = equal");
    }
}
```