```cpp
void Play(tagCard* cards, int* money, int* index, bool* playing)
{
        int                     nSelect;
        E_SELECT        eSelect;
        int                     nBet;

        cout << "현재 금액 : " << *money << endl;
        cout << "1.하이 2.로우 3.세븐 (0.종료) : ";
        cin >> nSelect;

        eSelect = (E_SELECT)nSelect;

        switch (eSelect)
        {
        case E_QUIT:
                cout << "게임을 종료 합니다." << endl;
                *playing = false;
                break;
        case E_HIGH:
                nBet = Betting(*money);          // 금액 베팅

                if (cards[*index].nNumber > 7) // 승
                {
                        cout << "베팅 성공! : ";
                        *money += nBet;
                }
                else // 패
                {
                        cout << "베팅 실패! : ";
                        *money -= nBet;
                }

                cout << cards[*index].szShape << cards[*index].nNumber << endl;
                break;
        case E_LOW:
                nBet = Betting(*money);          // 금액 베팅

                if (cards[*index].nNumber < 7) // 승
                {
                        cout << "베팅 성공! : ";
                        *money += nBet;
                }
                else // 패
                {
                        cout << "베팅 실패! : ";
```