```cpp
        cout << "몬스터 이름 : " << pMonster->GetName() << endl;
        cout << "몬스터 체력 : " << pMonster->GetHp() << endl;
        cout << "몬스터 기본 공격력 : " << pMonster->GetAttDamage() << endl;
        cout << "============================================" << endl << endl;
        Sleep(2000);

        while (true)
        {
                int nDamage = player->GetAttDamage() + player->GetExDamage();
                cout << "플레이어가 공격 합니다. : " << nDamage << endl;
                pMonster->TakeDamage(nDamage);
                Sleep(500);

                if (pMonster->GetHp() <= 0)
                {
                        cout << "몬스터를 처치 했습니다." << endl;
                        cout << pMonster->GetExp() << " 경험치를 획득 했습니다." <<
endl;

                        player->IncreaseExp(pMonster->GetExp());
                        break;
                }

                nDamage = pMonster->GetAttDamage() + pMonster->GetExDamage();
                cout << "몬스터가 공격 합니다. : " << nDamage << endl;
                player->TakeDamage(nDamage);
                Sleep(500);

                if (player->GetCurrHp() <= 0)
                {
                        cout << "플레이어가 체력이 없습니다. 마을로 도망 갑니다." << endl;
                        break;
                }
        }

        Sleep(2000);
        player->SetPlace(EP_TOWN);

        delete pMonster;
}
```