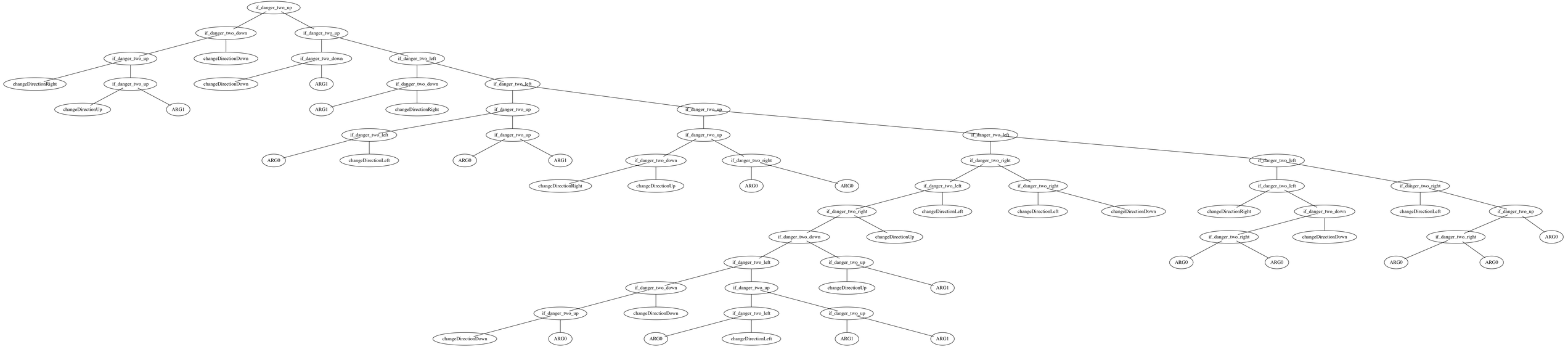
if_danger_two_up
if_danger_two_down
if_danger_two_up
if_danger_two_up
changeDirectionDown
if_danger_two_down
if_danger_two_left
changeDirectionRight
if_danger_two_up
changeDirectionDown
ARG1
if_danger_two_down
if_danger_two_left
changeDirectionUp
ARG1
ARG1
changeDirectionRight
if_danger_two_up
if_danger_two_up
if_danger_two_left
if_danger_two_up
if_danger_two_left
ARG0
changeDirectionLeft
ARG0
ARG1
if_danger_two_down
if_danger_two_right
if_danger_two_right
if_danger_two_left
changeDirectionRight
changeDirectionUp
ARG0
ARG0
if_danger_two_left
if_danger_two_right
if_danger_two_left
if_danger_two_right
if_danger_two_right
changeDirectionLeft
changeDirectionLeft
changeDirectionDown
changeDirectionRight
if_danger_two_down
changeDirectionLeft
if_danger_two_up
if_danger_two_down
changeDirectionUp
if_danger_two_right
changeDirectionDown
if_danger_two_right
ARG0
if_danger_two_left
if_danger_two_up
ARG0
ARG0
ARG0
ARG0
if_danger_two_down
if_danger_two_up
changeDirectionUp
ARG1
if_danger_two_up
changeDirectionDown
if_danger_two_left
if_danger_two_up
changeDirectionDown
ARG0
ARG0
changeDirectionLeft
ARG1
ARG1