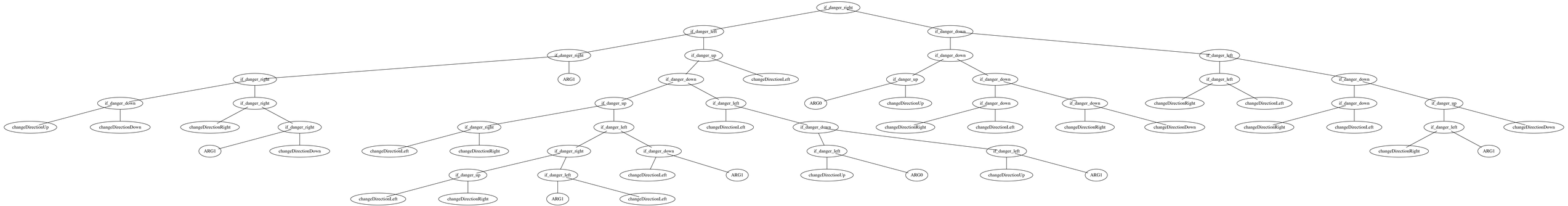
if_danger_right
if_danger_left
if_danger_down
if_danger_right
if_danger_up
if_danger_down
if_danger_left
if_danger_right
ARG1
if_danger_down
changeDirectionLeft
if_danger_up
if_danger_down
if_danger_left
if_danger_down
if_danger_down
if_danger_up
changeDirectionUp
changeDirectionDown
changeDirectionRight
if_danger_right
ARG1
changeDirectionDown
if_danger_up
if_danger_left
changeDirectionLeft
if_danger_down
if_danger_right
if_danger_left
if_danger_down
changeDirectionLeft
changeDirectionRight
if_danger_right
if_danger_down
if_danger_up
if_danger_left
changeDirectionLeft
ARG1
changeDirectionLeft
ARG1
changeDirectionLeft
ARG0
changeDirectionUp
if_danger_down
if_danger_down
changeDirectionRight
changeDirectionLeft
changeDirectionRight
changeDirectionDown
if_danger_left
changeDirectionUp
ARG0
changeDirectionUp
ARG1
if_danger_left
if_danger_down
changeDirectionRight
changeDirectionLeft
if_danger_down
if_danger_up
changeDirectionRight
ARG1
changeDirectionDown