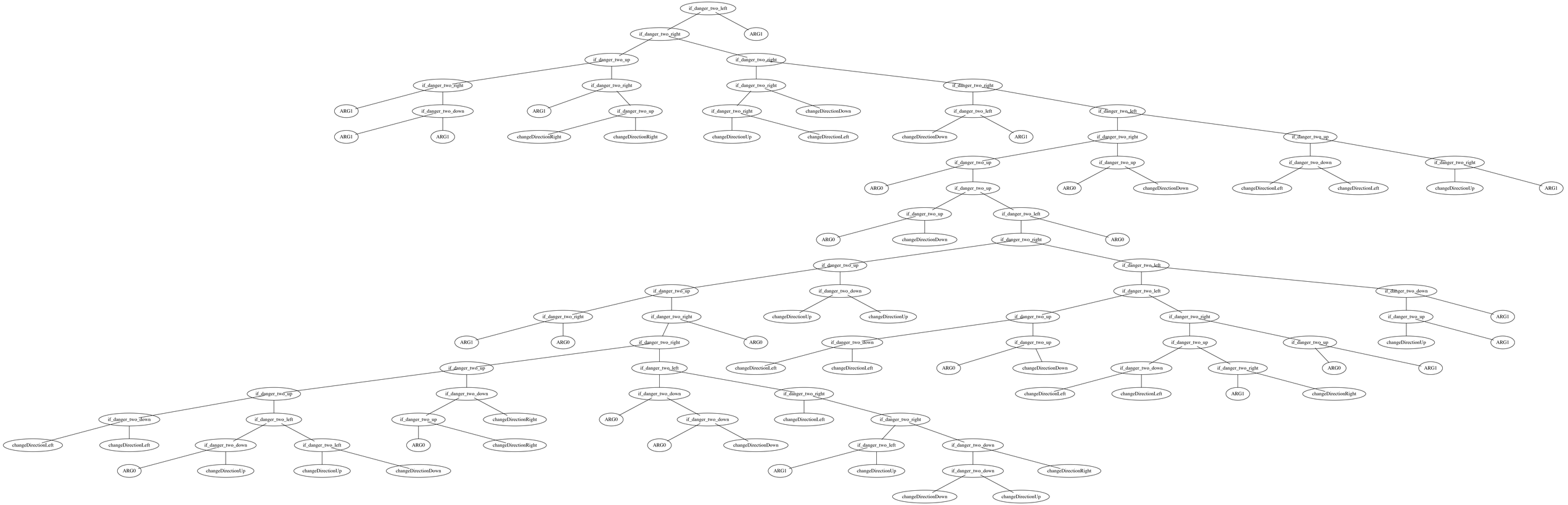
if_danger_two_left
if_danger_two_right
ARG1
if_danger_two_up
if_danger_two_right
if_danger_two_right
if_danger_two_right
if_danger_two_right
if_danger_two_right
if_danger_two_down
ARG1
if_danger_two_up
if_danger_two_right
changeDirectionDown
if_danger_two_left
if_danger_two_left
ARG1
ARG1
changeDirectionRight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