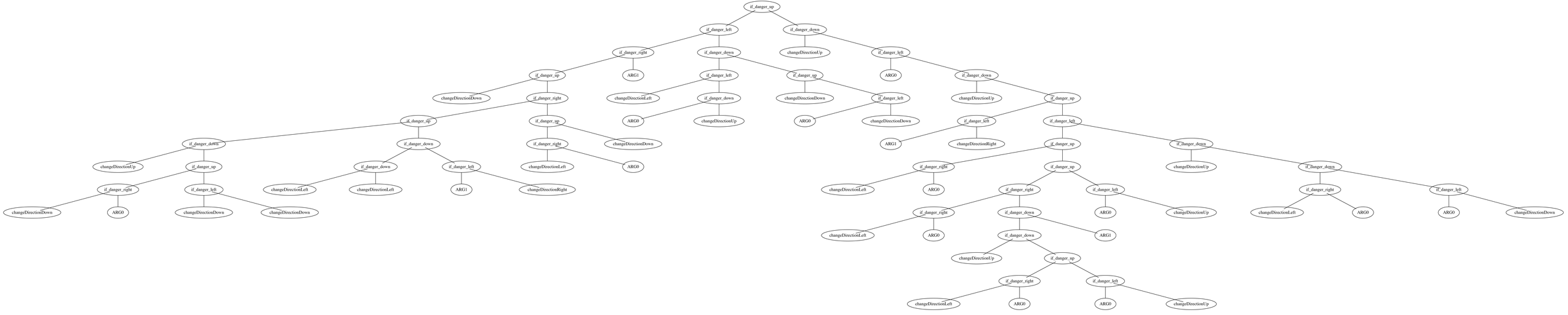
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changeDirectionUp
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if_danger_up
ARG1
if_danger_left
if_danger_up
ARG0
if_danger_down
changeDirectionDown
if_danger_right
changeDirectionLeft
if_danger_down
changeDirectionDown
if_danger_left
changeDirectionUp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