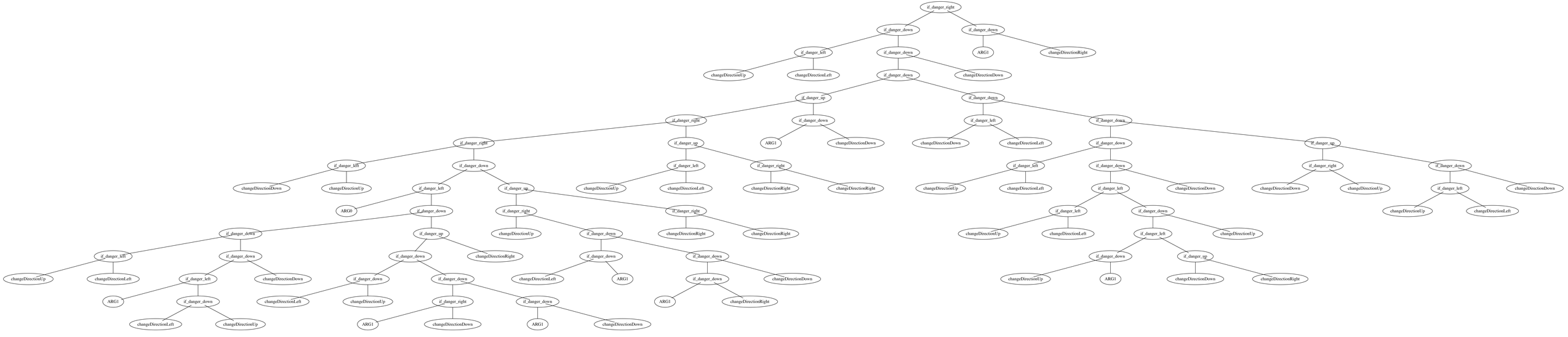
if_danger_right
if_danger_down
if_danger_down
if_danger_left
if_danger_down
ARG1
changeDirectionRight
changeDirectionUp
changeDirectionLeft
if_danger_down
changeDirectionDown
if_danger_up
if_danger_down
if_danger_right
if_danger_down
if_danger_left
if_danger_down
if_danger_right
if_danger_up
ARG1
changeDirectionDown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