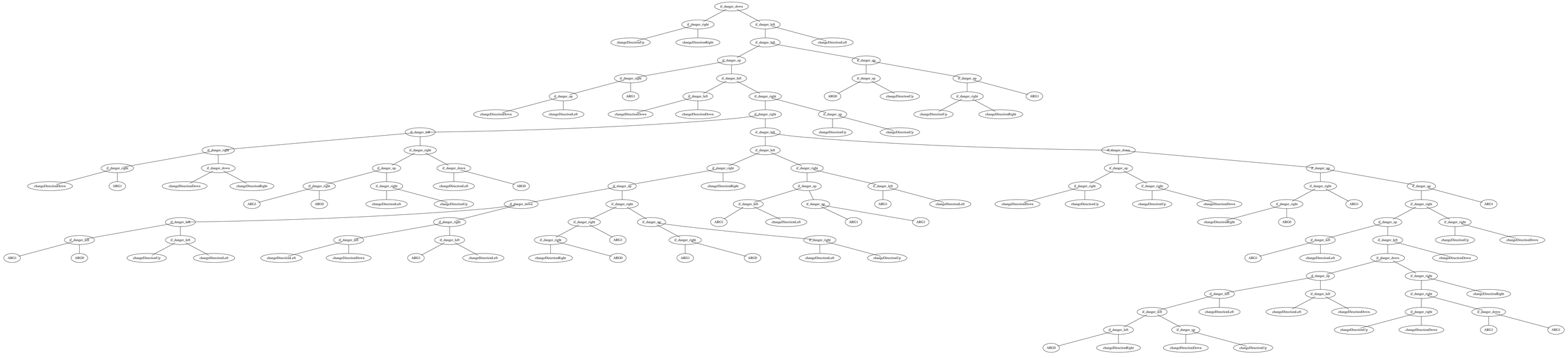
if_danger_down
if_danger_right
if_danger_left
changeDirectionUp
changeDirectionRight
if_danger_left
changeDirectionLeft
if_danger_up
if_danger_up
if_danger_right
if_danger_left
if_danger_up
if_danger_up
if_danger_up
ARG1
ARG0
changeDirectionUp
if_danger_right
ARG1
changeDirectionDown
changeDirectionLeft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