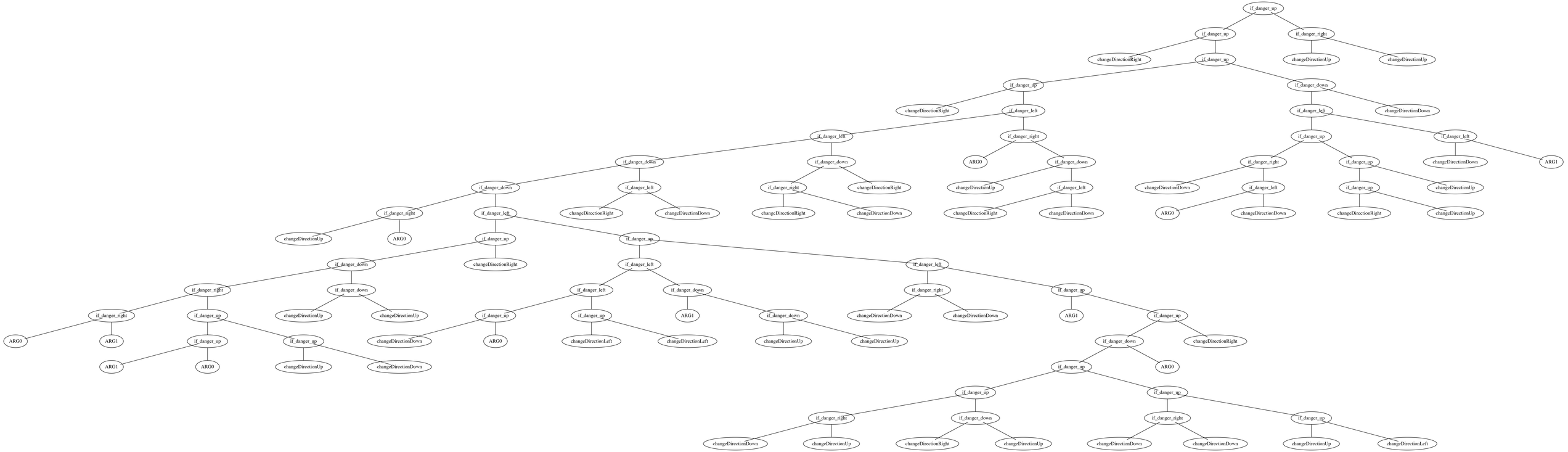
if_danger_up
if_danger_up
if_danger_right
changeDirectionRight
if_danger_up
changeDirectionUp
changeDirectionUp
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if_danger_down
changeDirectionRight
if_danger_left
if_danger_left
changeDirectionDown
if_danger_left
if_danger_right
if_danger_up
if_danger_left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