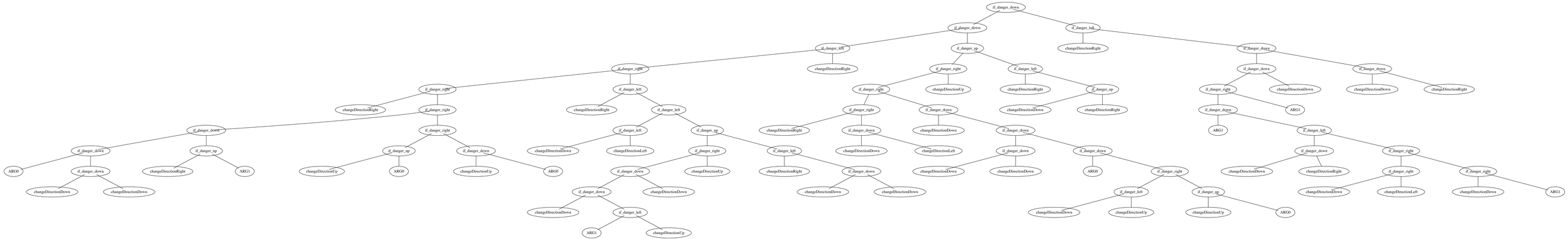
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ARG1
ARG1
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if_danger_up
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if_danger_down
changeDirectionDown
changeDirectionLeft
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changeDirectionDown
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