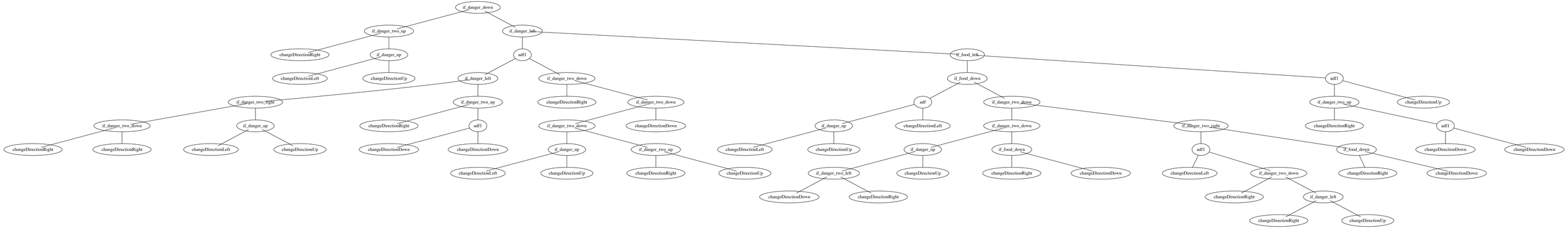
if_danger_down
if_danger_two_up
if_danger_left
changeDirectionRight
if_danger_up
adf1
if_food_left
changeDirectionLeft
changeDirectionUp
if_danger_left
if_danger_two_down
if_food_down
adf1
if_danger_two_right
if_danger_two_up
changeDirectionRight
if_danger_two_down
adf
if_danger_two_down
if_danger_two_up
changeDirectionUp
if_danger_two_down
if_danger_up
changeDirectionRight
if_danger_two_down
if_danger_up
changeDirectionLeft
if_danger_two_down
if_danger_two_right
changeDirectionRight
adf1
changeDirectionRight
changeDirectionRight
changeDirectionLeft
changeDirectionUp
changeDirectionDown
changeDirectionDown
if_danger_two_down
changeDirectionDown
changeDirectionLeft
changeDirectionUp
if_danger_up
if_danger_two_up
changeDirectionLeft
if_danger_up
if_food_down
adf1
if_food_down
changeDirectionDown
changeDirectionDown
changeDirectionLeft
changeDirectionUp
changeDirectionRight
changeDirectionUp
if_danger_two_left
changeDirectionUp
changeDirectionRight
changeDirectionDown
changeDirectionRight
if_danger_two_down
changeDirectionRight
changeDirectionDown
changeDirectionDown
changeDirectionRight
if_danger_left
changeDirectionRight
changeDirectionUp