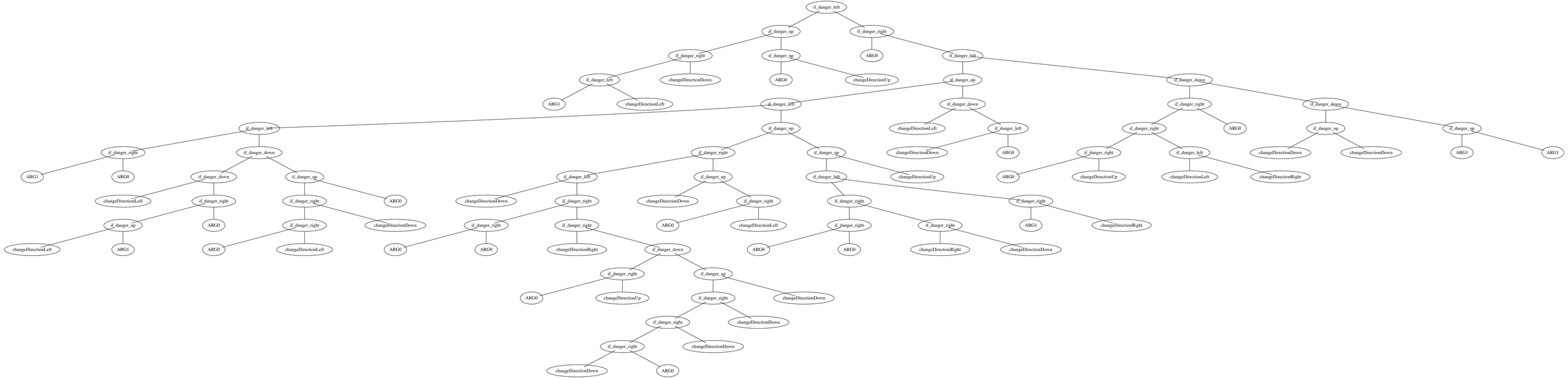
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if_danger_up
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if_danger_up
ARG0
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changeDirectionDown
ARG0
changeDirectionUp
if_danger_up
if_danger_down
ARG1
changeDirectionLeft
if_danger_left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