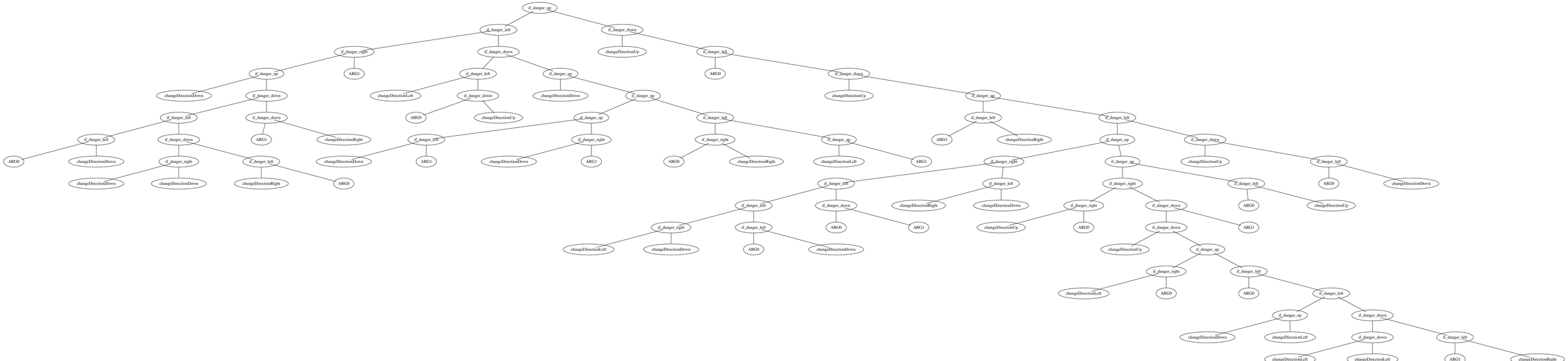
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if_danger_left
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if_danger_right
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changeDirectionUp
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if_danger_up
ARG1
if_danger_left
if_danger_up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