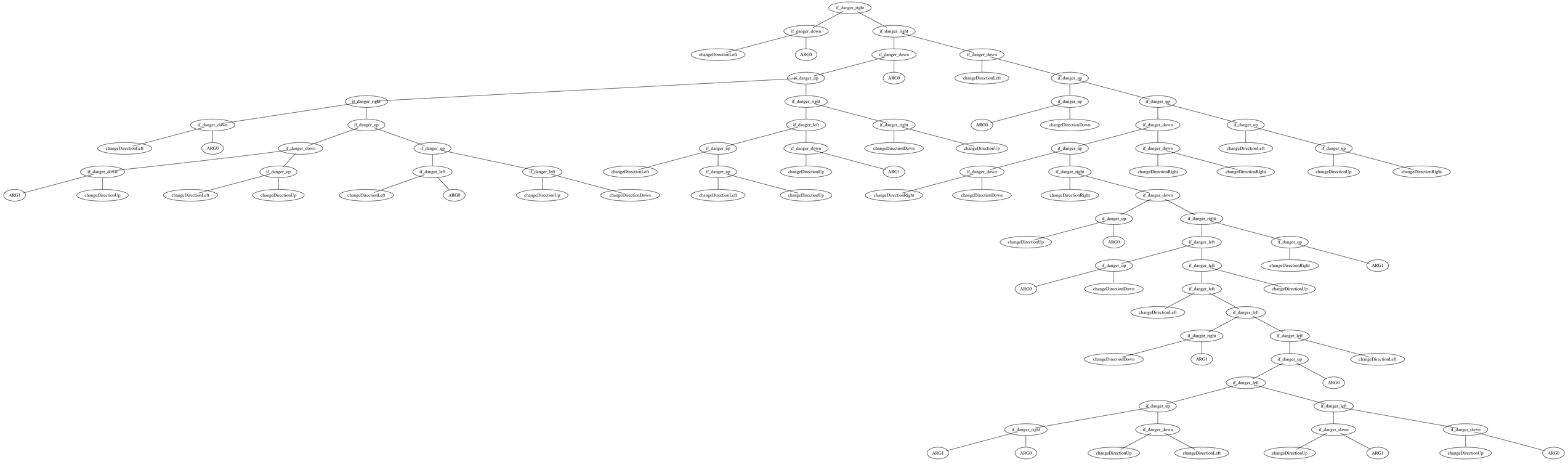
if_danger_right
if_danger_down
if_danger_right
changeDirectionLeft
ARG0
if_danger_down
if_danger_down
ARG0
changeDirectionLeft
if_danger_up
if_danger_up
if_danger_right
if_danger_right
if_danger_up
if_danger_up
if_danger_down
if_danger_up
if_danger_left
if_danger_right
ARG0
changeDirectionDown
if_danger_down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