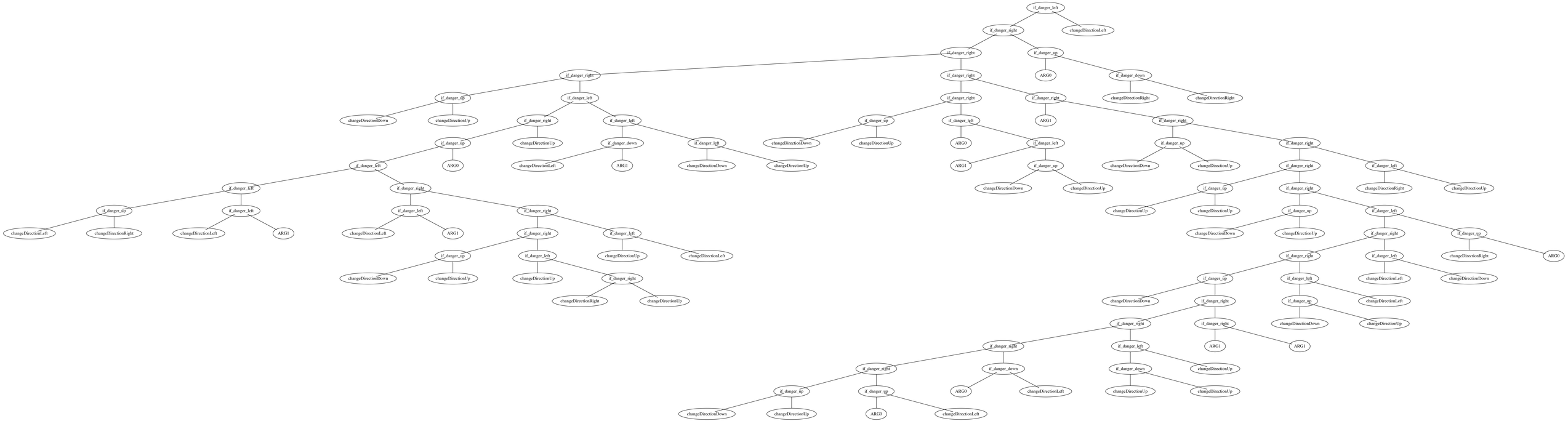
if_danger_left
if_danger_right
changeDirectionLeft
if_danger_right
if_danger_up
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if_danger_right
ARG0
if_danger_down
if_danger_up
if_danger_left
if_danger_right
changeDirectionRight
changeDirectionRight
changeDirectionDown
changeDirectionUp
if_danger_right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