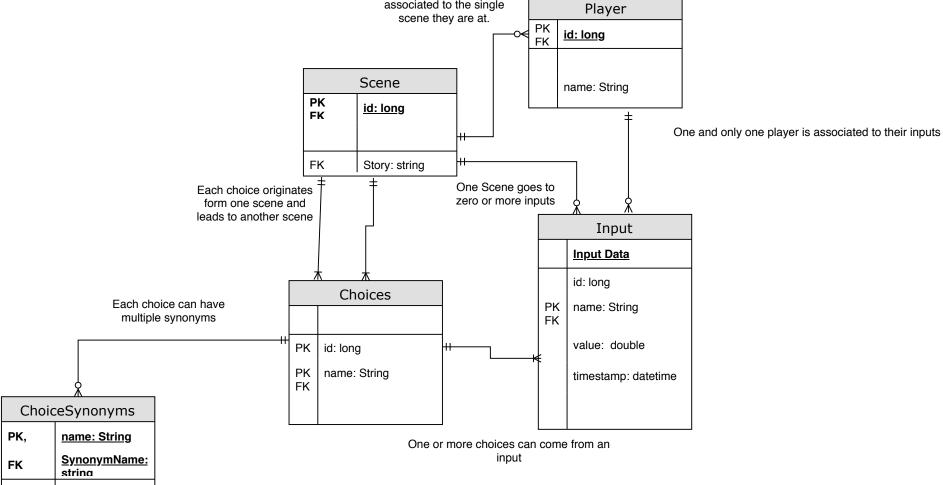
Each player is
associated to the single
scene they are at

This is the general save id.



id: long