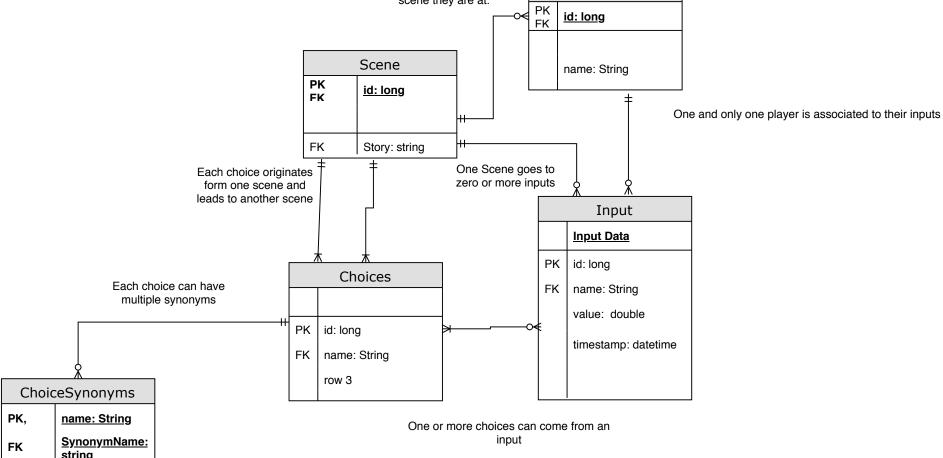
Each player is associated to the single scene they are at.

PK integral PK int

This is the general save id.



id: long