# GTA SA - Why Remastered is bad? [Part 2] [RU] Sample

[brief
Hey everyone, this is (name) and today we're gonna continue figuring out why the so-called "official" HD port of GTA San Andreas, or as the most of players call it, "Remaster", on consoles is a total failure and disappointment.

[previously
#bugs - ugly face, artifacts, broken mimics, strange CJ's face
Previously, we found out that this "remaster" on the Xbox 360, Xbox One and Playstation 3 was full of countless bugs which affect
your gaming experience, preventing enjoyment of future gameplay. Nowadays, all this stuff has migrated to the versions on the Xbox Series S and X via backward compatibility.

#strange enhancements - ped shine
We also looked at the so-called improvements that only makes the atmosphere of this wonderful game worse.

#in this video - mobile port (missing vegetation - lag button - shadows)
Well, in this video we will take a look at the more subtle problems connected to this awful remastered version.

Sit and relax, because now you will see a good example of how the common game mechanics stopped working, how lazy simplification deprived the game of a huge number of interesting small features, and how even graphically the remaster is losing in comparison with the original PS2 version. And there is only one main question: Do you know what we should be grateful to for such a great experience?

Exactly - to the mobile port of the game, on the basis of which it was made