

GTA Vice City Chain Game - Design Version 2.3 Change Log

Opening Post Changes

Opening Information

- Removed Starter Save Information
- Removed Chain Game Design Version Information

General Description

- Removed Section Heading and moved the description to below the Round Title
- Simplified Description

Quick Start Guide

- Simplified "Take a Turn" Section
- Updated "Download the Save File" Section
- Simplified "Make Progress" Section
- Simplified "Save and Upload" Section
- Updated "Edit Your Post" Section

Posting Format

- Simplified Section

The Rules

- Updated Section Title
- Simplified Section Introduction

General Rules

- Removed Section Introduction
- Updated "Game Version" Section
 - Renamed Section to "Game Version"
 - Simplified Section
 - Added Mention of Save File Differences
- Removed "Save File Differences" Section
- Simplified "Respect Rule" Section
- Removed "Use of the Chain Game Round Thread" Section
- Updated "The Chain Game Lounge and Discussion Groups" Section
- Removed "Streaming" Section

Taking a Turn

- Simplified Section Introduction
- Simplified "Wait Rules" Section
- Simplified and Renamed "Three Hour Time Limit"
- Simplified "Forfeiting" Section

Downloading the Save File

- Simplified Section

Making Progress

- Simplified Section Introduction
- Updated "Important Information" Section
 - Simplified "No Busts or Wastes" Section
 - Simplified and Updated "No Failure" Section to reflect Rule Changes
 - Simplified "No Cheats and Modifications" Section
 - Simplified and Renamed "Allowed Modifications" Section
 - Simplified "On Mission Flag Manipulation" Section
 - Simplified "The Replay Feature" Section
- Updated "Missions" Section
 - Simplified "The One Named Mission Rule" Section
 - Simplified "Exception to the One Named Mission Rule" Section
 - Simplified "Mission Scores and Times" Section
- Updated "High Priority Missions" Section
 - Renamed Section to "High Priority Missions"
 - Simplified "Haitian Gang Hostility" Section
 - Simplified "Havana Outfit Glitch" Section
- Updated "Side Missions" Section
 - Simplified "Rampages" Section
 - Simplified and Renamed "Hidden Packages, Robberies and Unique Jumps" Section
 - Simplified "Sunshine Autos Import/Export" Section
- Updated "Regulated Side Missions" Section
 - Renamed Section to "Regulated Side Missions"
 - Simplified Section Introduction
 - Removed "Asset Missions" Section
 - Removed "Chopper Checkpoint Missions" Section
 - Removed "Off Road Challenges" Section
 - Removed "Stadium Missions" Section
 - Removed "Top Fun Missions" Section
 - Removed "Vice Street Races" Section
 - Added Regulation Category Lists
 - Added Note Regarding Times/Scores
- Simplified "Gameplay Methods" Section

Save and Upload

- Combined and Simplified "Saving the Game" and "Uploading the Save File" Sections

Edit Your Post

- Simplified Section Introduction
- Simplified "Late Edit" Section
- Simplified "GTAForums Downtime" Section

Violation of The Rules

- Updated Section Title
- Simplified Section

Version Number

- Added Chain Game Design Version Number

Special Thanks (*Introduced in Version 2.2H during Round 55*)

- Added Special Thanks Mentions for SorveteQuente and thehambone
- Updated descriptions for all Special Thanks Mentions

Additional Lists

- Removed description for "Hidden Packages Rewards List"
- Removed description for "Safehouse Items List"
- Removed description for "Special Vehicles List"

Useful Links

- Added three categories; "The Chain Game", "Save Uploader" and "Guides"
- Added new links:
 - GTAForums - GTA Vice City Guides
 - GTA Series Videos - Side Mission Guide
- Removed links:
 - Dropbox
 - Google Drive
 - OneDrive
 - MEGA
 - GTA VC Special Vehicle Guide [2019]
 - IGN Section on GTA Vice City
 - Gamespot Section on GTA Vice City
 - G-Unleashed Section on GTA Vice City

Rule Changes

- The "No Failure" Rule has been updated to allow failure of missions and activities that do not contribute towards the "Mission Attempts" statistic.

Variants

- *Starter Save and Generated Vehicle Variations Coming Soon!*