GTA SA - Why Remastered is bad? [Part 2] [EN]

[brief
welcome speech and today I am continuing to show you why the official HD port of San Andreas on the consoles or so called “Remastered version” is a disaster and a huge disappointment.

[previously
#bugs - ugly face, artifacts, broken mimics, strange CJ’s face
Previously we found out that the remastered version on Xbox 360, Xbox One and Playstation 3 has countless bugs, which tell us that the developers had zero care for the quality of their product. And now thanks to the backwards compatibility, you can enjoy them on Xbox Series S and X.

#strange enhancements - ped shine
Also we looked through some strange enhancements people don’t even enjoy not to mention that they seem to be broken.

#in this video - mobile port (missing vegetation - lag button - shadows)
And in this video we will consider more delicate issues associated with this long-suffering re-release.
Have a seat and get comfortable as now you will see a great example of how game mechanics familiar to us have stopped working, how lazy simplification has deprived the game of a huge number of interesting small features, and how even graphically the remaster manages to lose in comparison with the original PS2 version.
Moving on to the main question: Do you know what we should thank for such a wonderful experience