

If you are playing a multiplayer game, all players must be using the same version of Age of Empires II: The Age of Kings. For example, you cannot play a multiplayer game between Age of Kings 2.0 and Age of Kings 2.0a.

- 1 Stability Improvements - A number of crashes and multiplayer out of sync bugs have been fixed, resulting in improved game stability.
- 2 Computer Player Resigning Bug - The computer player will no longer resign after a few minutes of play. (Previously available in the AI Update.)
- 3 Fish Trap Bug - You can no longer build a Fish Trap on top of an existing fish resource.
- 4 Fishing Ship Bug - You can no longer use a Fishing Ship to construct buildings other than a Fish Trap.
- 5 Flare and Waypoint Bug - The game no longer crashes when you set a flare or waypoint location at the very Southern-most point on the map.
- 6 Cooperative Farming Bug - When you take over a Farm foundation built by an ally, you can no longer extract more than the standard amount of food from that Farm.
- 7 Farming on Forest Bug - You can no longer build a Farm or Wall on top of a partially cut section of forest.
- 8 Unit Ignoring Orders Bug - Units no longer ignore orders under some circumstances.
- 9 Multiplayer Restore From Zone Bug - The ability to save and restore a disconnected or out of sync multiplayer game on the Zone has been improved.
- 10 Foundation Outline Bug - Building foundations now have outlines, so you can now click on them when they are behind trees or other objects.
- 11 Trebuchet Firing Bug - Trebuchets no longer miss targets that are on a different elevation.
- 12 Single-Player Campaign After Regicide Bug - A single-player game will no longer automatically end immediately after a multiplayer game of Regicide was played.
- 13 Computer Player Bugs - The behavior of the computer player in multiplayer games has been improved.
- 14 Scenario Editor Bugs - A number of Scenario Editor bugs have been fixed.