

THE CONNECTING LINK

October 2026

Adventures in Korea!

Spooky season: games,
ttrpgs and movies!

E-sports, tabletop games,
casual games, oh my!

Pssst... want to improve our cover?
Join Link today!

TABLE OF CONTENTS

Board Update.....3

E-sports Highlight.....4

Tabletop Highlight.....6

Upcoming Events.....7

Convention Highlights.....8

Game Spotlight.....9

Movie Spotlight.....11

The Creative Link.....12

Disclaimer: The Connecting Link and TSEA Link are not affiliated with or sponsored by any of the games mentioned in this magazine. Games mentioned in the Upcoming Releases section are chosen from lists of recently published and upcoming games, and reviewed games have been paid for by the author of the review and are part of their personal game collection. All game logos and assets displayed are the property of the original intellectual property owners and are used under the journalistic coverage exemption under Paragraph 6 Section 15a Auteurswet (The Dutch Copyright Act). No right of ownership is claimed by TSEA Link or The Connecting Link over such assets.

BOARD UPDATE

New Esports Officer

Recently, board announced our new Esports officer! Mirjam will be Link's contact point for any Esports-related questions and events. You can read her introduction below:

Mirjam - Esports Officer

Heyy everyone!! ✨ I'm Mirjam, your Esports Officer this year! Some of you might know me from Board 10 or as Co-Chair of S.E.A. LAN 🎮
I'm a 22-year-old law student, sidequest queen and huge cat lover 🐱💖 I love travelling, cooking, esports and hanging out with friends<3

You'll usually find me playing League, or playing R.E.P.O., Minecraft and Lethal Company with friends.

I'm a big extrovert, so if you see me at an event, please come say hi, show me your cat pics, or ask me to play some games! 🌷🎮



GMA: Vote-in Board 12

On the 24th of September, Link voted in its new Board! As you may have seen in the Link chats or in our previous edition, Board 12 consists of:

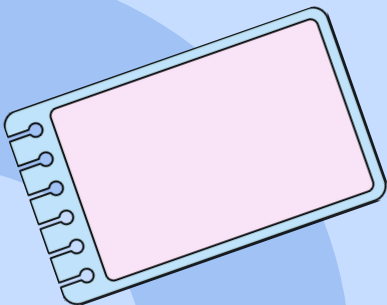
Angela Leeuw, our President,

Noah Peters, our Treasurer,

Mirjam van der Steur, our Esports Officer,

Jane Lim, our External Affairs Officer.

Personally, we are excited to see what the year brings under the lead of this new Board!



ESPORTS HIGHLIGHT

Angela's Sidequests in Korea Featuring Gen.G

This summer, I travelled all the way from the tiny country of the Netherlands to Seoul, where I spent two weeks as a Practicum Trainee at Gen.G. As part of the marketing team, I worked on social media and content creation. From brainstorming ideas to presenting a final presentation, the practicum gave me the opportunity to learn more about the esports industry on an international level and turn my passion for esports into something more.

Outside of the work itself, I also had the chance to watch some of my favourite teams play! South Korea is a country with a HUGE esports scene: proplayers have enormous followings (I mean, look at Faker) and esports competitions draw huge audiences. I actually was in the audience three times, where I watched three LCK matches. Now, you may ask: "What exactly is LCK?"

Well, LCK is the League of Legends Champions Korea, South Korea's professional League of Legends scene, one of the most prominent esports competitions in the world. The numbers are striking. This year, the LCK season averaged about 400k live viewers, with its most watched match peaking at 1.56 million concurrent viewers.

I personally went to three different match days. Two of those were House of Gen.G days, where we saw Gen.G play against DK and T1, and they showed me on the big screen! At least two times! And of course, I had to visit T1 Homeground. I went on the final day, where we saw T1 face off against Gen.G. Seeing my favourite teams play against each other felt SURREAL. From watching esports for more than 6 years now, I would have never expected to see my favourite teams face off against each other in person, let alone from so close??

Looking back, my trip to Seoul was AMAZING: From the 24/7 PC cafe (where the food is SOOO GOOD AND CHEAP BTW), the LCK matches, and of course the working experience at Gen.G. If you ever wanna yap about esports (bonus points if its League of Legends) or want to know more about the Gen.G practicum, feel free to reach out!!



ESPORTS HIGHLIGHT

Mario Kart Tournament

12 players, iconic characters, Rainbow Road madness, and one winner.

On Thursday, September 10th, Link organized a Mario Kart Wii tournament for dedicated and casual gamers alike. From the couches of Spawnpoint, armed with snacks, drinks and an audience, we booted up the Wii and got gaming.

Twelve players got the chance to prove their worth in two Cups per player (a Cup being four races), after which the top four competitors met each other in the finals, which did not disappoint. Among the finalists was Peach (characters used in place of real names), who had not dropped a single point all day, coming in first in every single race. She went up against Dry Bones, Baby Mario, and Rosalina in four exciting races. Peach was able to pull ahead by winning the first two races, Peach Gardens and Rainbow Road. The third map was Wario's Goldmine and it stirred up some trouble - some unlucky falls and good racing from the other competitors brought the scores closer together, with Peach and Rosalina tied for first. Going into the final game nothing was written in stone, and Rosalina was able to pull ahead to win the map, and thus the event.



Some pictures of last month's events :)



TABLETOP

One-shot Night

On Tuesday the 22nd of September, we had our first Tabletop one-shot night of the year. 8 GMs, spread across 5 different systems, ran their sales-pitches to any and all players who might be curious. Maybe you wanted to play this 'Dungeons and Dragons' you heard so much about, maybe you wanted to see if Pathfinder 2nd edition really does solve all of your problems, or maybe you wanted to try out more unknown systems such as Discworld, Cain, or Dungeons and Kittens. Together, the players and GMs readied themselves for a night of Tabletop Roleplaying.

I (Job) took it upon myself to be one of these GMs!

The first thing to decide was a system to run. Seeing as I exclusively play and run DnD 5e, this choice was easy to make. The second step was deciding a theme around which I could build my story. Seeing as September is close enough to October, I decided that a horror-inspired session would be fun to try. With the theme and system in hand, I could start brainstorming about what sort of horrors I could unleash upon whoever joined my table. For this, I let my recently formed trauma from Resident evil 2 (more on Page 10) guide me towards a setting of claustrophobic and confusing tunnels, underneath an ancient and evil city. All in all, this felt like a good spine for the story, but it needed much more than just a vibe and setting. Specifically, it needed an ending. One distinct advantage of a one-shot, as compared to longer campaigns, is that the characters will never be seen again. So if they aren't going to be missed or used again, why not just kill them!?

With the vibe, setting, and ending decided, I well and truly had a skeleton for the one-shot. Now it was time for some meat on those bones. I created 5 very basic characters for the players to choose and distribute amongst themselves. Each character had a small description and was in line with known tropes, making it easier for potential players to quickly get a feel for how to roleplay. I created some basic statblocks for enemies, nothing too elaborate as combat would not be a main focus. And I finally filled in the hallways and tunnels with encounters, mysterious and impossible buildings, a ladder into the uncaring abyss, and a castle filled with a horror that no unfortunate explorer should ever bear witness to.

Thus, the beginning, middle, and eventual demise seemed to have been set in stone. And yet, my trio of wonderful players managed to surprise me in ways that even I could never hope to comprehend.

And that's the fun of collaborative storytelling - no matter how much you prepare, something unexpected almost always happens.

UPCOMING EVENTS

CHESS WITH CHECKMATES

Thursday, October 1st

Link teams up with Checkmates, Tilburg's chess association, for a chess event for the new and experienced. In the hand-brain format, experienced players will be matched with beginning players in a series of chess matches - so the worse you are, the better your partner will be!

FTOTM OCTOBER

Tuesday, October 6th

Our second FTOTM of the year (try to say that whole sentence out loud if you like a challenge)! As usual, the event will be held at O'Cafe. Come hang out for a while to lament your exam stress, chat about your favourite article of this month's TCL (you're reading it!), discuss the epic highs and lows of highschool football. And if none of these options are your thing, there are always boardgames to play!

FRESHIE DINNER (UNCONFIRMED)

Tuesday, October 20th

Freshies, beware! Although the date is not set in stone yet, you might want to save a spot in your calendars...

BOARDGAME NIGHT

Thursday, October 22nd

After the great success of last month's boardgame night, need we say any more? Come and play your favourite games with your favourite people, or venture out into the unknown - whatever's your preferred playstyle, you're sure to find something you like.

COSPLAY KARAOKE

Tuesday, October 27th

What better way to spend spooky season than cosplay- I mean.. in a costume? How about singing karaoke with your friends in your costume? Join us to celebrate everything spooky and nerdy on the 27th and come sing your heart out to your favorite songs! Bonus points if they're spooky...

CONVENTIONS

Gamescom Blog

Day visited: Friday, 28 August 2026

Link goes to Gamescom (or, well, Respawn does!) Having slugged my way over to Cologne in the early hours of the morning, I (Gina) was awed by the sheer volume of people visiting the Koelnmesse for the German gaming industry's biggest event of the year.

My first port of call were the Indie halls, where I tried demos for upcoming games, and in some cases, got to chat with the devs themselves. Shoutout to the devs of AlcheMice for giving me a good tour of their upcoming chess-inspired, deckbuilding roguelite - I really liked the strategy necessitated by the cards moving around the board like chess pieces. I also visited the Raw Fury booth, where I got to try out the demo for Bye Bye Bonnie, a golfesque platformer. Playing demos here won you tokens to the gacha machines, where I fished up a Cassette Beasts 2002 pin.

The AAA hall was absolutely packed, so I couldn't visit individual booths, but some highlights included the Arc Raiders "booth", which gave visitors the opportunity to take part in a real-life edition of the extraction shooter, and the massive castle-style booth for Castlevania: Belmont's Curse.



The merch and artist halls were every collector's dream. From the gorgeous art prints of Pokémon hanging out in realistic depictions of their respective regions to the more outrageous... fan service work, there was something for everyone. I came away with a few small art prints and a larger poster.

One hall that I regret not visiting was the cosplayer hall. There were tons of people in fantastic cosplay milling about throughout the convention, and the creativity on display was truly impressive.

This was possibly the biggest convention I've ever been to, and I'll be back in the future. If I get to go again, I'm definitely going to make better use of slot bookings!

GAME SPOTLIGHTS

Upcoming Releases

Lighthouse of Madness

Embark on this Lovecraft-inspired tale and discover the mysteries that await you on this island. Explore the island, solve challenging puzzles, and most importantly: try not to lose your sanity.

Genre: puzzle, Lovecraftian horror, first-person

Release date: 21 Oct 2026



Tenebris Somnia

Tenebris Somnia is a 2D retro survival horror adventure game with live action cutscenes created by an award winning film crew from Argentina. Unveil the depths of a disturbing story by solving puzzles and fighting horrible creatures. ...What if they aren't just nightmares?

Genre: horror, survival, adventure, 2D

Release date: 16 Oct 2026



Game Sales

Feed the Deep - 60% off until 10 Oct (€2.75)

Feed the Deep is a lovecraftian-themed roguelike by the creator of Fruit Ninja and Jetpack Joyride! Dive into procedurally generated undersea caves, collect gold, upgrade your equipment, and Feed. The. Deep.

Genre: roguelike, exploration, Lovecraftian, indie



Well Dweller - 15% off until 6 Oct (€12.11)

Well Dweller is a dark fairy-tale metroidvania, full of charming characters living in a wretched kingdom. Play as Glimmer - a tiny bird armed with a matchstick - who must burn the wicked queen to save his family.

Genre: metroidvania, action-adventure, dark fantasy, horror



GAME SPOTLIGHTS

Game Experience: Resident Evil 2

Horror... One of those genres everyone is aware of, yet even more of us never really engage with. I (Job) love watching obnoxiously long video essays on horror games and movies, have seen every episode of Markiplier playing FNAF, and I have even played some TTRPG sessions that I would consider scary, yet before this I had never played a proper horror game.

To bridge this gap in my video-game resume, I decided to play a little known game called Resident Evil 2 (remake). I must confess however, that I severely underestimated the horrors. Despite my ability to fixate on video games for hours upon hours, this game made me feel exhausted after even an hour. I went into the game thinking there would be a spooky atmosphere, but Leon S. Kennedy would roundhouse kick and one-liner his way through every enemy I encountered. So imagine my surprise when in the first minutes of the game, I unload my trusty sidearm straight into the head of a zombie, only for it to get up again, leaving me defenceless. I continued thinking this was just an introductory level, surely the one-liners and badassery would soon begin... right? I continued, ending up in the main hall of the Raccoon City police department, an incredibly atmospheric and questionably designed building. After finding a save point and a seemingly infinite amount of ammo, it was time to explore and find a way out of this spooky city!



But the hallways of the RCPD are narrow and dark. Corpses of Leon's would-be colleagues are strewn about here and there, abdomens opened, throats ripped out, and every single one of them could maybe get up once you walk past. In the distance you hear the wind and the rain, sometimes you hear something else, but the claustrophobic atmosphere makes it difficult to pinpoint where the noises come from. The tension escalates as you enter a small room, only to be followed by a zombie. There is no melee, Leon can't roundhouse kick in this game yet, it's only you, your anemic sidearm, and the zombie that is surprisingly difficult to hit as it attacks you. You take a bite and a hit but manage to put enough lead in its head for it to stop moving. At this point you're not sure if that heart-rate you hear is due to Leon's low health, or due to your own heart trying to escape from its enclosure.

All of this, in the first half hour of the game. With my heart seemingly one jump-scare away from failing, it dawned on me that horror games can in fact be THAT scary.

MOVIE HIGHLIGHT

Insidious: Out of the Further

Going into spooky season, nothing helps you set the tone like a scary movie. While there are hundreds of amazing movies and shows, one iconic franchise has just released a terrifying new movie.

Insidious: Out of the Further is the sixth movie in the Red Door line with a fresh main character and raised stakes. Gemma, the movie's protagonist, can do something more than travel into the Further (the dimension of the restless dead): she can bring things back with her. This is about as terrifying as it sounds, and on top of that the movie tries hard to exploit common fears: it has dentists, old people, and even a claustrophobic chase scene that reminded me of getting chased through the vents in Poppy Playtime.

Its style is very reminiscent of previous Insidious movies, and any weathered horror watcher might find the plot and story beats a bit familiar. Insidious by no means reinvents the wheel with this movie. However, if you're looking for that nostalgic bit of fright going into Spooky Season, the new setting, characters and villains mixed with familiar world-building offer the perfect combination of old and new for a fun movie night.



Other recommendations



Sinners, 2025

This blues-filled supernatural horror won 4 Oscars last year and should be on your watch list!



Talk to Me, 2022

What happens when spirits and possession turn into a game? Talk to Me is a chilling, modern take on classic tropes.



Hereditary, 2018

If you like supernatural horror, chances are you love this movie. If you haven't seen it, you should!

THE CREATIVE LINK



Art pieces by Yildiz

Want to show off your art too?
Contact us with your pieces!



Big thanks to our contributors for this edition:

Writers: Gina, Ilse, Job, Troy

Guest writer(s): Angela

Photography: Jay, Ludwig

Art: Yildiz

Want to contribute? Reach out to Ilse at +31 6 11753521, or @ThanaFox on discord!