

THE CONNECTING LINK

November 2026

Karaoke nights!

Pokémon, Linksgiving and more!

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

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COSPLAY KARAOKE

A Retrospective

On Tuesday the 27th of October TSEA Link and Music Club Fortissimo got into an early halloween spirit by organising a collaborative cosplay and karaoke evening. The seeds of this collaboration were already sown during top-week, when the Link and Fortissimo stands were located next to each other. Later on, some of our Linkies joined a karaoke evening organised by Fortissimo, which completely sold them on the idea.



In true Halloween fashion, the scary part (singing in front of people) was quickly overshadowed by the fun that came from singing along to your favorite songs, whilst dressed as your favorite characters.

Speaking of dressing up, the cosplays were as varied as the songs that were played throughout the evening. Some people dressed as halloween-classics like mummies, some dressed as something far more terrifying: working as a grocery store employee. Many others chose to dress as characters from their favorite games, movies, or other media.

Performing in front of people can be quite a scary prospect, so at first people were a little scared of the microphone. However, as the evening progressed and people started to become more comfortable, they started to open up more and the microphone stopped being as scary. People started to sing and request songs, and the whiteboard that housed the queue got fuller and fuller. By the end of the evening, right before the venue closed, the queue was still packed. Unfortunately, this meant not every song could be played this time. But if your biggest issue in an evening is that there isn't enough of it, you've probably done something well! Another thing that was done well, and deserves praise, is the collaborative effort from all participants to clean up the venue after the evening was done, not leaving the poor organisers or cleaners to do it by themselves.

If this evening (re)awakened your musical soul, Fortissimo could be a fun place to explore more music-related endeavours. You might even be interested in their Christmas Concert on the evening of December 7th!

UPCOMING EVENTS

CONSTITUTIONAL DRINK

Thursday, November 12th

Join us at Café de Boekanier as we celebrate our incumbent board! Link members are invited to an evening of fun and flowing drink, in the spirit of tradition and shenanigan.

ONESHOT NIGHT

Tuesday, November 17th

It's that time again, where the board games come out, and DMs wielding new systems descend upon Linkies and friends like mad scientists! It's Oneshot Night, an open event where you can play a mini-campaign of D&D or other tabletop RPGs! Perfect for new players and prospective DMs alike, expect to see all manner of systems in play.

SKATEPARK COLLAB

Thursday, November 19th

In collaboration with Ladybird Skatepark, we bring you a chill gaming night with videogames and board games! Join us for a few Mario Kart Wii races, or hang out and play some board games, it's up to you! Swing by and have a drink, and absorb yourself in the fun! This is an open event, bring your friends!

GAMELYMPICS WITH ZEPHYR

Tuesday, November 24th (subject to change, keep an eye out for updates!)

Get your gameshow hat on, it's time for Jeopardy and more, in collaboration with ESEV Zephyr! Link and Zephyr members are invited to join in - who knows, your appearance might just be a Gamechanger. :)

ARAM: MAYHEM TOURNAMENT

Thursday, November 26th

Link goes international as we collaborate with GenG Global Academy to host our very own LoL Aram: Mayhem Tournament! Link members and friends are invited to duke it out in fast-paced, 5v5 matches! Keep an eye on announcement spaces for more details.

DORANS X LINK ARTS & CRAFTS NIGHT

Friday, November 27th

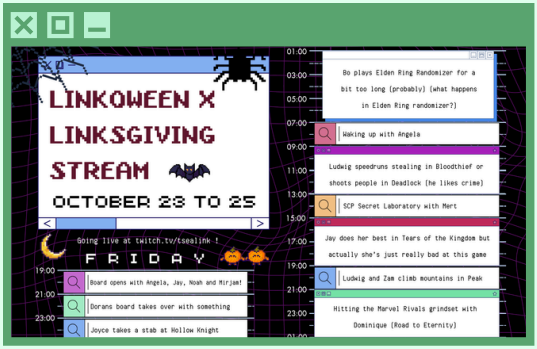
Storm the nearest Pipoos and Action and get ready to craft and yap with sister association Dorans from Nijmegen! Link and Dorans members can swap their latest ideas and get artsy. The sky's the limit, we look forward to seeing what you make! Perhaps you'd like to share your work with us, so we can showcase it in next month's edition!

LINKSGIVING STREAM

As the months go by, the seasons change, holidays come and go on a whim, and the holiday traditions bring joy and variety to the daily drag of ever-accumulating uni work. One of these such traditions within our humble esports association is a charity event we like to call Linksgiving, where we celebrate the unity of our association's forefathers and express our gratitude for our board's tireless efforts to shaping the association into what it is today.

How do we do this, you ask? The only way a gamer knows, of course, by live-streaming videogames all day, all night, all weekend! This year's stream schedule was once again a jam-packed one, with great game choices made by even better hosts left, right and centre!

We have fond memories of Noah and Angela abandoning Jay to fend for herself during board's opening Peak stream, as well as the utter chaos of the Dorans board attempting to speedrun Minecraft while sharing a single health bar.



Want to relive your favourite stream? Watch the vods on Link's YouTube channel!

Discord Shoutout!

Speaking of the Linksgiving stream... Did you know that we announce stream schedules, events and more at the *newly-revamped* TSEA Link Discord server! That's right! After much scheming on the part of the board, our Discord server's been given a much-needed facelift! No more channel bloat, no more bafflement as to where you need to be. With the reorganisation, you'll now find yourself exactly where you want to be, no channel-hopping necessary!

Assign yourself game-specific roles to gain access to their respective channels, and dive into discussions! Or just hang around in #open-general and #members-general, we don't judge. The server is also being used for event announcements, both open and member-exclusive, so we highly recommend joining!

Esports: Pokémon Draft League

Job goes to DSEA Ignite

At the time of writing this, the Delft Student Esports Association Ignite was hosting a Pokémon draft league, and members of Link were invited to participate!

In a draft league, participants (called 'coaches') start with a certain number of points, in this case 85, which are used to pick 8-9 Pokémon. The stronger a Pokémon is, the more points it will cost, so being economical with your choices is vital. This league isn't a 'budgeting' league, however, it is a **draft** league. The Pokémon-selection process followed something called a snake draft. In a snake draft, coach A gets the first pick, followed by B, followed by C, all the way until Z. Once the final coach has made their choice, the order reverses and Z can pick again, then Y, then X, and so on. This format provides an interesting challenge for all coaches. The early coaches still have all Pokémon available, but the last coaches get the option to choose two Pokémon that synergize well together.

There appeared to be two main philosophies that guided the first pick. Some coaches started with a brutally powerful attacker that could carry the team, regardless of the other Pokémon. Others picked strong supporting Pokémon to empower their future picks. As the draft went on, points and powerful Pokémon started to run low, so choices became less powerful and more unorthodox. This second half of the draft showcases the charm and challenge of this format. Once the shiny, meta-defining gems have been picked, the time comes to start digging for diamonds in the rough. Maybe a niche Pokémon has access to a move or ability to solve your glaring weaknesses, maybe you find a bargain-bin version of a more powerful (but more expensive) Pokémon that can fit the same role, or maybe you find a niche strategy to catch an opponent off guard.

A Pokémon team has 6 Pokémon, but every coach has 8 or 9 Pokémon at their disposal, meaning not every available Pokémon will come to every match. Coaches are also allowed to change held-items and stats for each Pokémon. This adds an extra dimension to the preparation before each match, as predicting your next opponent's choices becomes vital. Which Pokémon will they bring? Which of my Pokémon are good against theirs? What strategies might they employ? Preparation truly becomes half the battle.

At the moment of writing this, there have been 3 matches, out of a total of 7. I learned that competitive Pokémon is a whole lot more than just spamming the strongest move until the opponent falls over. I've lost the two matches I played (and won one because my opponent dropped out), but the people from DSEA Ignite have been incredibly supportive and helpful. They have been incredibly willing to give me advice, point out my mistakes and my good plays, and taught me how to improve for future matches.

ESPORTS TEAMS

An Announcement

Link's Esports teams have been formed, and over the next few editions we'll be highlighting them one by one! The first one up is TSEA FietsGang, our very own League of Legends team who will be playing in Division 2 of the DCES this season. Here are their introductions (and favourite emotes:)

FietsGangMirjam

Hello! My name is Mirjam van der Steur, as well as being Esports Officer, I'm also the team captain of the TSEA Fietsgang team this year. I have been playing LoL for about 9 years now, and have been playing for Link Teams for about 3 years now. I used to play a lot of midlane, but in this team I play support. My favorite champions are Seraphine and Nami. Currently my rank is Plat 3, but I am hoping to get to Emerald this split! Excited to play with this team, and feel free to send a friend request so we can play together on the Rift!





zmogus115#00000

My name is Martynas, I have been playing since Kindred release, mostly for fun, but have not played competitively till now. I main jungle, and will be playing jungle for the team this split. My favorite champs are Hecarim and Lillia.

Brolifique#1234

Hey, I'm Jošt from The Czech Republic and alongside playing League (Diamond 3 top/jgl) casually I am into RPGs. Right now I am in my 3rd year of studying Neuropsychology. Other than being top-tier procrastinator I enjoy hiking, some poetry and general hanging out.





NocturneTS#POG

Hi, I'm Žan, originally from Slovenia. I used to be a jungle OTP that reached Master playing only Vi, but now I'm re-learning mid because that's my role for this season. Yay!

ESPORTS TEAMS

PoisonBumbleBee#EUW
Hi, I am Niels. I am a fill player, playing ADC for our team this split. I've been hardstuck Diamond 4 for the last seasons, and I've finally come to terms that thats where I belong🥲.
I really like playing playmaker champs, so my favs are Ahri, Ornn and Rakan. As ADC, I've really been enjoying Xayah and Yunara.
I don't really use that many emotes, but since I have everyone muted, you normally see me spam ping "missing" and "pushing" throughout the game.

Substitute: West Orc#East
Hi, my name is Jeroen. I have been playing league for 12 years, playing all kinds of roles but mainly support (Thresh main). I will be subbing for TSEA Fietsgang this split.



LEAGUE OF LEGENDS ESPORTS WORLDS

Worlds is back, baby!

If you're unfamiliar, Worlds is the biggest event of League of Legends Esports, and indeed Esports as a whole. In the span of a month, teams from all over the world compete for the trophy. There's legendary games, amazing music, live performances, interviews, and co-streamers pulling hundreds of thousands of viewers at a time. If you've ever heard of Faker or enjoyed "Legends Never Die" by Against the Current (seriously, Worlds songs are good), then you've already touched on Worlds. Why not watch it?

The Playoffs started on November 3rd and concluded on the 9th of November - a week of the eight best teams in the world, facing off in a series of Bo5s, fighting for their spot at the top. If you've been unfamiliar with Lolesports until this point, let me catch you up quickly on some leading storylines:
Faker was looking for his fourth Worlds trophy in a row with his team, T1. With six current Worlds titles to his name, he is the most decorated – and most renowned – League player of all time. Imagine having that as your legacy. Unfortunately they were bested by BLG in the most recent Semifinal, meaning that for the first time in five years, Faker will not be in the room where the Finals happen.

The LCK's remaining hope (LCK is the name for the Korean league) rests on the shoulders of a team you may have heard of: Gen.G. Yes, the same Gen.G that has sent Link stickers and merch and that runs an academy for passionate fans across the world to come and familiarize themselves with the Esports world in Korea - they finally made Worlds finals. Gen.G has been looking to cement itself amongst the best for years now, and boasts some of the best players in the world. If you want to make our president very happy, Gen.G is the team to support!

Their opponents in the finals are also determined: the LPL's (China's league) own BLG. After losing Finals in 2024 against T1, they are back for blood. BLG has single-handedly eliminated every other Korean team from this tournament, and are looking for a quadra kill during Worlds finals, on November 14th.
If you're interested in League, or want to see the best opening ceremony in all of Esports, you should definitely tune in! It is worth the hype, I promise.

TABLETOP: D&D WORKSHOP

How to Create a Character

So you've participated in a Oneshot night or watched some Critical Role, and now you want to give playing a full campaign a shot. Whether you're a seasoned player or a complete beginner, creating a character can be either the thing you most look forward to or that one part of prep you're scared to even start on.

If the latter is true, or if you're just looking for some tips and tricks from someone who plays pretend too much, you're in the right place! Here are four of my tips to make a character you, your fellow players and GM will enjoy!

Tip #1: Don't worry too much about "personality".
While it can be useful to write down that your character is talkative or brooding or quick to anger, consider this: if you're creating a character for a campaign, you're going to spend a lot of time in their skin. If you set yourself a clear limit beforehand, you may discover you don't like the way this influences your gameplay when you've already committed to the bit – and since fun is what we're after, this is less than ideal. Some people like playing by traits, but my personal recommendation is to think about how you want to play the game. When your party comes across a riddle, a foe, or a political mystery, who do you want to be? Are you the brute who blunders their way through every conversation for comedic effect, but can be depended on in battle? Are you the quick thinker that will do the talking, and the lying, for the group? Do you want to know about the world's lore, or do you want to pull off heists with your friends? Of course, these are important questions to discuss with your GM before you join any table – D&D, as well as any other TTRPG, is a game of collaborative storytelling, and you want to be at least somewhat on the same page. However, even within the context of, say, a story-rich crime mystery, there's plenty of roles to choose from. Consider this when you're making your next character (and from personal experience, think twice before you make a conflict-prone character when you're extremely agreeable yourself – it's difficult to play out).

Tip #2: Depending on your system, think about what role or class you want.
This can be the first step in the process or it can follow from step 1 – really, these are interchangeable. Maybe you've been wanting to try out a certain class or fighting style, and this can be a good starting point. Say you've chosen your class: now, if you haven't yet, you can decide what dynamic you want with your party. If you're unsure about class, consider whether or not you want to be a magic user. Would you rather stay in the backlines of a fight, or be in front? Do you want to help your party when they are in trouble or would you rather focus on being self-sustaining?

TABLETOP: D&D WORKSHOP

Tip #3: Come up with a backstory
At this point, you should have a pretty clear picture of who your character is going to be. You may be a Master Oogway-type wise mentor, a young excited fighter, or a wizard with many secrets. Now comes the part that is easy for some, and extremely difficult for others: a backstory. How did we get here? The brute we discussed in step 1 may be a veteran from a past war; a tribesman who grew up in a society where strength was the only attribute worth measuring; or even an amnesiac with scars they can't explain, looking for answers about how they came to be this way. This is the point where the only limit is your imagination (and your GM's rules). If you struggle with this, look at popular media! There's a reason I brought up Master Oogway, but there's countless franchises to draw inspiration from: I've seen people inspired by Star Wars, Avatar, and various animes as well as fantasy books. If you like a character's arc, why not use it?

Tip #4: Determine how your character fits in the campaign's world.
You may have already thought of this during step 3, but it is important to consider why you fit in the story. Why is your character here, going on adventures or fighting to save the world with their party, instead of somewhere else? This can be a difficult question to answer. Personally, I like making my characters "lost" in some way – wanderers who feel displaced from their home, if they have one, who look for redemption or knowledge or even just a purpose in their life. That sounds a little depressing, but it's easy to make your character devoted to their party when it's the most important thing they have in their life. Some examples of this archetype are your reluctant mercenaries, fugitives from unjust civilizations, or people who were ostracized in their home for being 'different', in any sense of the word. There are plenty of other ways to do it, and many link to step 3. The person looking for answers may believe they can be found after defeating some great danger, and the tribesman may have left because they weren't strong enough, and look to prove themselves now. With the help of your GM you can make your purpose more specific to the story – perhaps you're looking for some ancient relic or trying to avenge a fallen friend. Even though step 4 is technically optional and can be glanced over, I find it's easier to play a character when they have a reason to stay where they are.

Now, a few notes. Of course, your story will depend in part on your starting power level: a level 1 wizard who once nearly destroyed a small country will raise some eyebrows. Give yourself some room to grow, as you don't want to have your character's biggest achievement in the past, before the story even begins (unless they did something deliciously tragic, of course, in which case I am intrigued).

TABLETOP: D&D WORKSHOP

Second, make your character flawed. This may seem similar to step 1 and in some ways it is, but flaws, or nuances, are the way to the heart of your character. A blind character, even when they have some alternate version of sight (think Toph from ATLA) will have to depend on their party for things as trivial as counting money or learning placenames.

A character obsessed with fire might take risks others wouldn't, while a character that can converse with the dead may grow paranoid and uncertain about which voices are real and which are not. Any deviation from the ideal of a hero makes for an interesting story and a good dynamic. But, and this is important, make your character talk. If you want to be the broody type that's fine, but a character that can never be meaningfully interacted with and that doesn't interact with the world isn't a character, it's a set piece.

Of course, there's also the actual character-building to be done – stats, abilities, attacks, and all of that jazz. But considering how system-specific that is, I'd recommend you talk to whoever's table you may play at, or that one friend who knows too much about that one specific TTRPG. Alternatively, keep an eye out for any Link activities that have to do with D&D... we have some things cooking!

GAME SPOTLIGHTS

New Releases



Loftia

Welcome to Loftia, a cozy, multiplayer world where you can build towards a brighter, more sustainable future! Connect with friends both old and new, to farm, craft, explore, decorate, and create a meaningful impact - together.
Genre: farming sim, cosy, life sim, decorating
Release date: 3 November 2026



DREADMOOR

DREADMOOR is a dark first-person fishing adventure game set in a submerged world, rotting from a past catastrophe. Fish in murky waters, upgrade your boat, craft survival gear, and fight monstrous creatures that lurk under the water and on the land.
Genre: adventure, exploration, fishing, lovecraftian
Release date: 9 November 2026

Game Sales



Incremental Traffic - 30% off until 15 Nov (€6,29)

A transport and logistics game where traffic jams are your worst enemy. Haul goods from fields, forests and quarries through a procedurally generated town, earn money with every delivery and buy more trucks, until your own fleet jams the streets. Then fix it with traffic rules.
Genre: simulation, traffic, incremental, casual



UBOAT - 72% off until 14 Nov (€8.11)

UBOAT is a simulator of a submarine from WWII era. It is a survival sandbox with crew management mechanics while its primary theme is life of German sailors. The boat is their home, but it can become their grave at any time.
Genre: simulation, strategy, WWII, naval combat

GAME REVIEW

Dressmaker



Rating: 

Dressmaker. You've probably seen it on your Steam page, ribbons and silk taunting you, beckoning you to come and drape the ladies of Twillford in the latest and greatest fashions. After suffering the FOMO of watching many of my online friends designing the most gorgeous dresses and sharing them in our Discord servers, I caved in, and bought it. I have been in the velvet-lined trenches ever since, duking it out with trim and bows and what-have-you in order to dress this bunch of unhinged women in only the finest designs my mind has to offer.

Let's start over, shall we? Dressmaker took the cozy gaming space by storm upon release, and it lives up to the hype! Set in a Bridgerton-esque, vaguely 19th century town called Twillford, you set up shop in the town as their only modiste. Armed with a sewing machine and access to the Emporium's ever-expanding range of fabrics and accessories, you must dress everyone from the town librarian to the high society ladies in the best of taste (most of the time, anyway.) It's a simple premise, with an underlying web of town drama and events to keep you entertained each time one of these ladies comes to your shop with a new commission. You can also design dresses freely and sell them off the rack to give your reputation a boost. Each of your customers are unique, and their requests range from perfectly respectable to utterly head-scratching.

This game awoke a long-dormant love of designing in me. As a kid, I loved drawing my own dress designs, even if I wasn't very good at drawing. Years later, Dressmaker scratches that itch to create, without committing to a fabric stash. It's been an absolute joy to design each dress, lovingly choose my fabrics, maybe choose some accessories if I'm feeling bold, and construct the dress on the mannequin. I've fallen in love with the wacky cast of customers and I have a fluffy ginger cat. The mechanics of designing a dress, arranging the pattern cutouts on your fabric until you're satisfied, and then putting it all together work more or less seamlessly (heh.) The developers are extremely receptive to feedback, as well! They've been working tirelessly to iron out bugs and fiddly controls since launch, and are working on adding new fabrics. If you need fabrics that aren't in the game RIGHT NOW, the modding community has been hard at work publishing new swatches to Nexus Mods. The game is currently available on Steam, and is a labour of love that I recommend with all of my heart.

THE CREATIVE LINK



Crochet by Joyce

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





Big thanks to our contributors for this edition:
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Art: Joyce
Want to contribute? Reach out to Ilse at +31 6 11753521, or @ThanaFox on discord!

Interested?
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the
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