STEAM DECK · LINUX

FOREVER MACHINES

STEAM DECK EDITION

Strange little machines that make sound. A new one is born every week. Nobody chooses it.

Made for the Deck itself and **built with Godot**, the open-source game engine: native, fast and quiet on the battery. Every machine with its own screen and its own knobs, the buttons and sticks as an instrument, the grid, the mixer, Lock, and the Conductor. New machines arrive by themselves.



forevermachines.net

01 · INSTALL

ONE DOUBLE-CLICK

1. **In Desktop Mode** (Steam button, Power, Switch to Desktop), download the zip. It lands in Downloads.
2. **Unzip it:** right-click the zip, **Extract archive here** (it may be under Extract). A folder `ForeverMachines-DeckEdition` appears.
3. **Double-click Install Forever Machines** in that folder. If the Deck asks, choose **Execute**.

THAT IS ALL

A window says when it is done. Forever Machines Steam Deck Edition is in your **Steam library** under Non-Steam, with its own pictures, and in the application menu. Switch to Game Mode and play.

It updates itself: when a new version is out, **Update to …** appears at the top. Installing again is always safe and keeps your settings.

> **Buttons do nothing in Game Mode?** In your library: the controller icon, Controller Layout, **Gamepad.**
> **Several fingers at once:** the controller icon, Edit Layout, Action Sets, the gear by Default, Add Always-On Command, System, **Touchscreen Native Support.**

THE DECK IS AN INSTRUMENT

Touch works everywhere: play the screen, move any control. With the buttons, `Menu` switches between two modes and `Y` plays and stops everything in both.

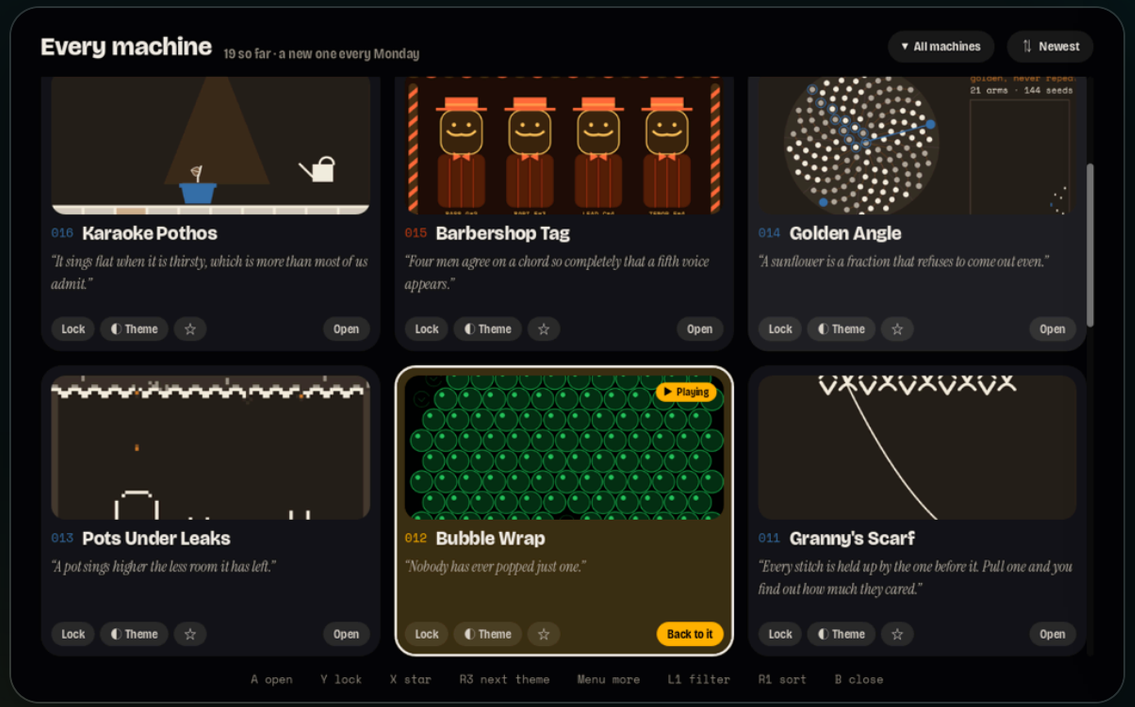
NAVIGATE

`D-pad`	move from control to control
`A`	press, switch, open a menu
`B`	close the grid, the mixer, the placard
Right stick, `L2` `R2`	turn the knob in focus
`L1` `R1`	previous / next machine
`X` `View`	the grid of every machine, the mixer
`L3` `R3`	about this machine, the next layout

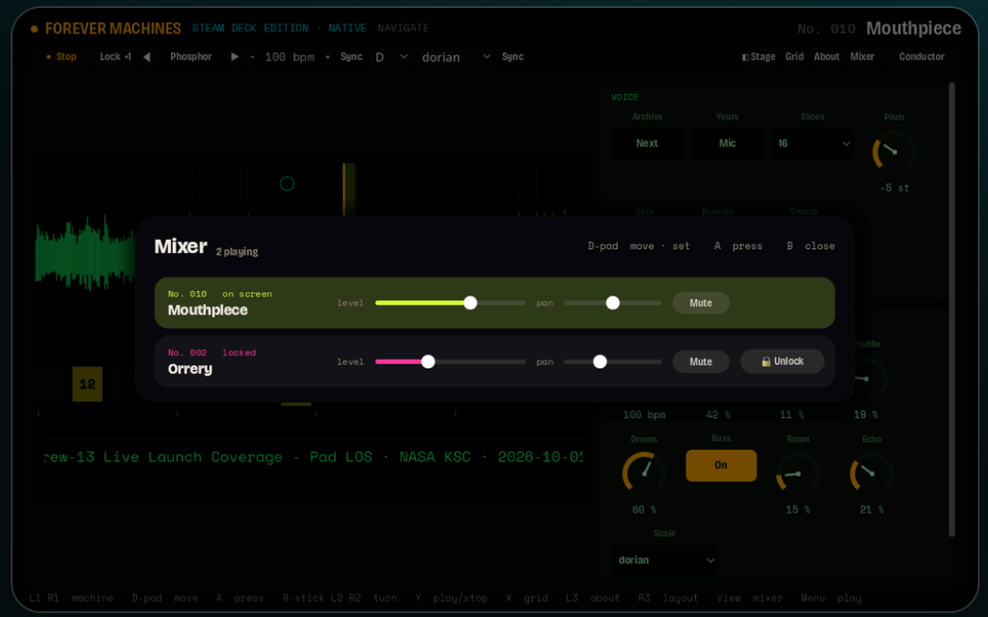
PLAY

`D-pad`	notes 1 to 4 of the key
`X` `A` `B`	notes 5 to 7
`L2`	hold: chords
`R2`	sustain pedal
`L1` `R1`	octave down / up
Left, right stick	two fingers on the machine's screen
`Menu`	back to Navigate

GRID, MIXER, LAYOUTS



The grid (`X`): every machine, with a picture of its screen. `A` opens, `Y` locks, `X` stars, `R3` next theme, `Menu` more, `L1` filter, `R1` sort. On the touch screen: the buttons on each card, or press and hold one.



Lock keeps up to four machines playing behind the one on screen; **the mixer** (`View`) sets each one's level and pan.

Layouts `R3`	Stage, Screen + controls, Screen only, Controls only
Keys	a piano under the machine, and its drum pads; Hold keeps notes ringing
Sync	filled amber: every machine on one tempo, in one key
Skin ◀ ▶	any machine can wear any theme

NEW MACHINES, HELP

NEW MACHINES

A new machine is born every Monday at 06:00, Stockholm time. With the Deck online the app fetches it by itself, as every Forever Machines app does, and shows the birth: **Meet** it, and it is born on your screen. Away for weeks? It tells you who was born meanwhile. The header counts down to the next one.

A KEYBOARD TOO

`Q` `E`	machine `P` play / stop `L` lock
`G` `M` `I`	grid, mixer, about `V` layout `K` skin `N` keys
`Tab`	Play mode: `A` to `;` are notes, `Shift` chords

IF SOMETHING IS OFF

Buttons do nothing: the controller layout is not Gamepad. **Only one finger at a time:** switch on Touchscreen Native Support. **Not in Steam:** run the installer again in Desktop Mode, or right-click the app in the menu, Add to Steam.

It does not start: the log is `~/.local/share/forever-machines-deck-edition.log` (in Dolphin, `Ctrl` + `H` shows hidden folders).

To remove it: delete `~/Applications/ForeverMachinesDeckEdition` and `~/.local/share/applications/forever-machines-deck-edition.desktop`, and remove it from Steam.

> The steps are in **INSTALL.txt** too, in the same folder as this guide.