Technically Fishing

TITLE LOGO



Dive off a small harbor town on an island in an imaginary sea, spear fish on a single breath, sell your catch, upgrade your gear, and go deeper.

Download the free beta on itch.io

Windows / macOS (Apple silicon) · Free

The story

Mack Calder is a freediving champion who can reach –100 m on a single breath. He wants to propose, and the ring his girlfriend has her eye on costs 10,000,000 G. Mack has no savings. Then a flyer from the Island Fishing Guild offers a top bounty of exactly that amount, with conditions. So he dives for money.

In the beta, the story is told in the opening film, which plays the first time you start the game and can be watched again from Settings. Its subtitles are in English, Japanese, Simplified Chinese, Traditional Chinese and Russian. The ring and the top bounty are not part of the playable beta yet: in the beta you take the guild's regular jobs and promotion tests.

Gameplay



One breath

Your air ticks down the whole time you're under. Air at 15%: time to head up.



Spear it, measure it

Every catch is measured. Bigger fish are worth much more.



Sell at the harbor

The sales slip after a dive.



The guild

Jobs and gear upgrades. The Guild Master runs the counter.



Big fish

The Boss beside its lair. Rebuilt in beta 9 with a new body and skin.

Promotion tests. Three big fish stand between you and the next rank: the Great Scorpionfish, the Theatre Grouper and The Boss, who fights you in

a tug of war on the line. When a big fish runs, it drags you through the water.



Underwater demolition

Blast the bedrock to open the way down.



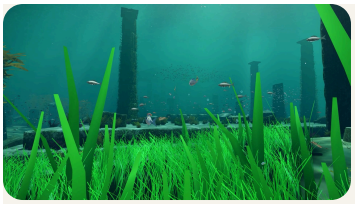
The sunken temple

Stage 1 is built around a temple under the sea.



Schools of fish

Swimming through a school of fish.



Seagrass and columns



The harbor town

The title screen.



A sea chart

Open it from the pause screen. It shows place names, where you are and which way you're facing.



New fish

A sunfish, and a big flounder that hides in the sand in the shallows.

Also in the beta: a sea chart, a bestiary, achievements, jobs from the shopkeepers, and fines for poaching or for spearing protected species such as the manta.

All gameplay images on this page are screenshots of the game.

What's in the beta

The beta is the demo: all of Stage 1 and the entrance to Stage 2.

- Stage 1, the Shallow Temple, with the guild's three promotion tests.
- After the tests, you blast through the bedrock and swim through a tunnel. The game then carries you up to a sunken ship, and the demo ends there.
- No time limit. On the same PC, your money, gear, bestiary, boss records, titles, play time and settings carry over to the full game.

Not in the beta: Stage 2 beyond the entrance, Stage 3 and later, the orca, Real Mode, Steam achievements. Content may change before full release.

Streaming and videos

You are welcome to stream Technically Fishing and to monetize your streams and gameplay

videos. The game's original music may be used as part of that gameplay footage.

Fact sheet

Title	Technically Fishing
Developer	DEPT47 GAMES
Genre	First-person spearfishing / diving
Status	Free beta (demo), version beta9-fa5bdc0, updated 2026-10-30
Platforms	Windows 10/11 (64-bit), macOS 13 or later (Apple silicon)
Price	Free (beta)
Download size	Windows 735 MB, Mac 943 MB (about 2 GB free storage needed)
Languages	English, Japanese (opening film subtitles also in Simplified Chinese, Traditional Chinese and Russian)

Controls	Keyboard and mouse, gamepad, Joy-Con
Engine	Godot Engine 4
Download	dept47-games.itch.io/technically-fishing
Contact	games@dept47.com

About AI

All direction, game design and creative decisions are made by us. Generative AI was used to produce the 3D models, music and opening movie visuals, and in writing, translation and programming.

Ambient sounds and sound effects are recordings from CC0 / public-domain libraries. Third-party licenses are listed in the game under Settings.

Contact

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