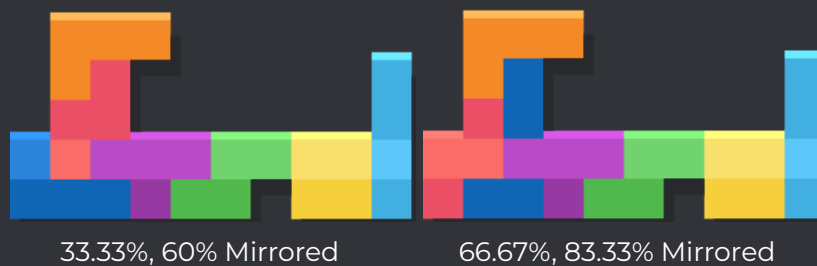


Sloth TSS

By [edamame_tetris and 61bi], [_someRandomDude and Rixen]

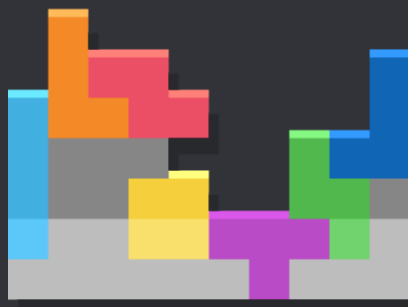
Sloth TSS is an opener originally created by @edamame_tetris in late December of 2024 with the contribution of @61bi for the third bag. It was then independently discovered by @_someRandomDude and further labbed by Rixen (@ReallyNotSomeone) in early June, 2025, working very well in tetr.io's Season 2 ruleset. It is recommended to use the outlines feature for easier navigation.

Bag 1:



There are 2 ways to build the first bag, with the image on the left being the TSS setup. There is also an extra 33.33% chance to instead clear a S/Z Spin Single using both setups, resulting in a total spin cover on the first bag being 93.33%. However, with skims, the first bag has 100% cover without mirrors.

Bag 2:

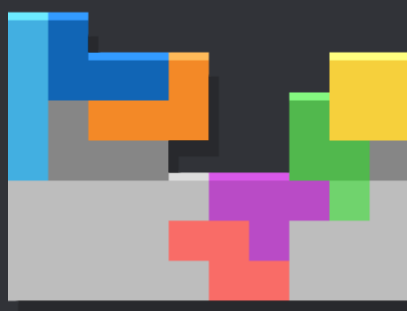


This second bag is 100%. The use of 180s may be needed if you have I and Z come before L. From here, there are a few routes you can take.

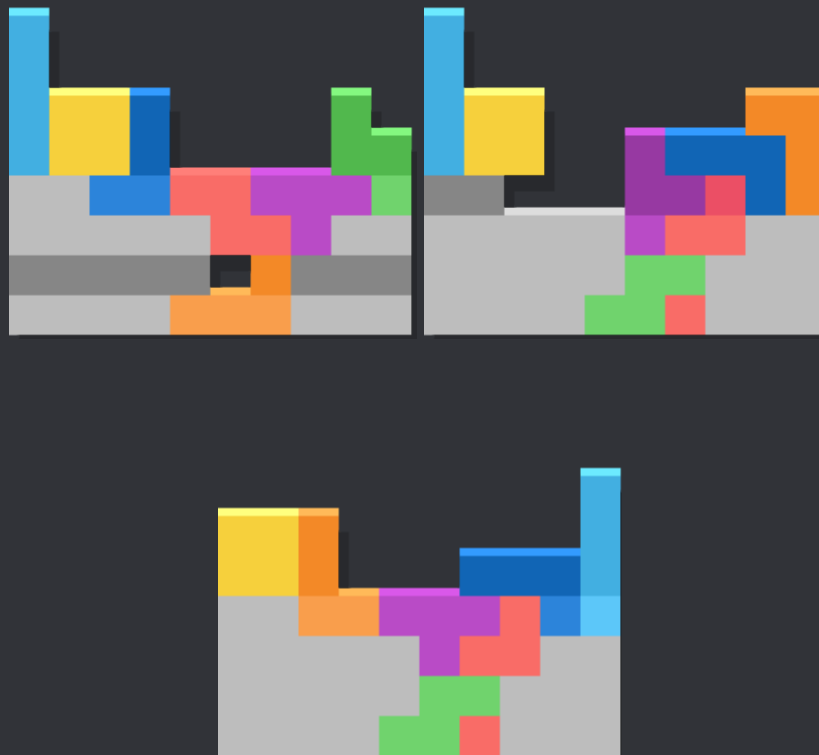
Route 1: Switchback / Cut DT

This route can lead to a more delayed spike with a Switchback into a TD, or a cut DT setup.

Bag 3:

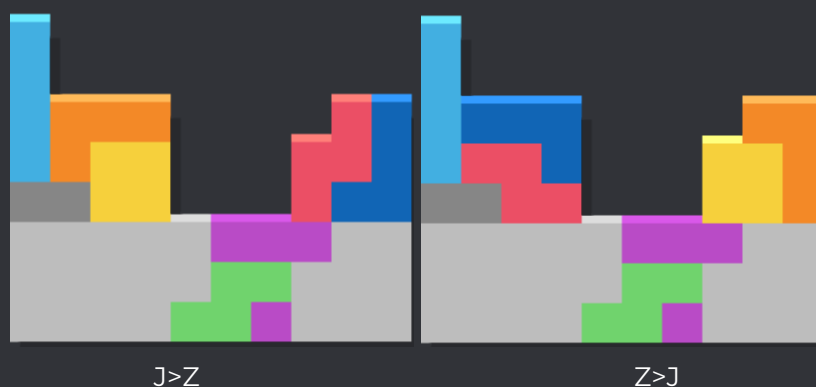


This always leads to a Z Spin Single and a TSD. From here, you can either freestyle, or do the greedy route with the Switchback.



Examples of Freestyled 3spins (Credits to Tiki2TGT for 2nd image, Auri for the 3rd)

Bag 4:

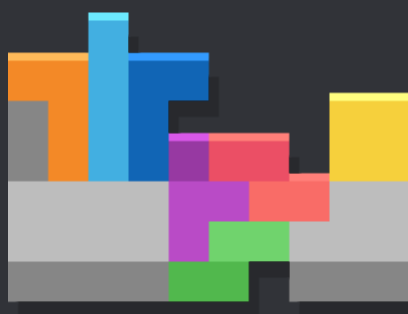


J>Z

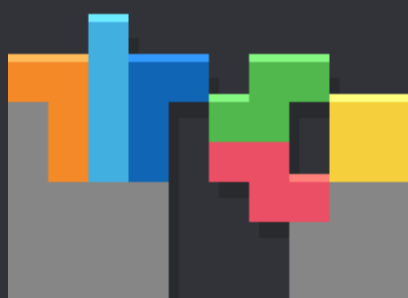
Z>J

With JZ and LO Hearts, this setup can always be built by using one of the two setups, leading to an SSS and a TSD. From here, another two routes need to be done for full coverage.

Bag 5: Switchback (91.67%)

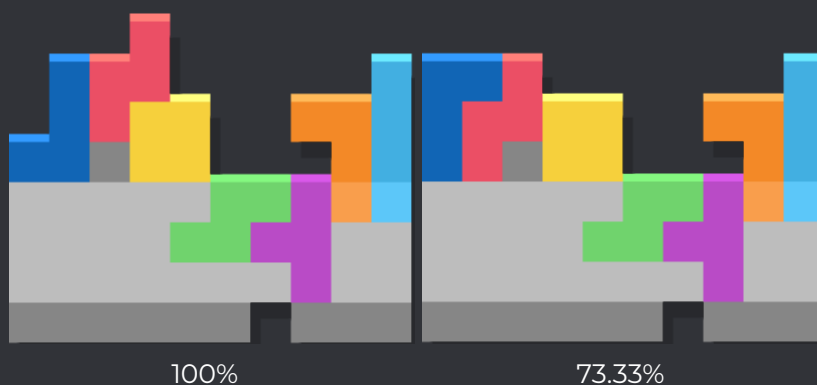


This Switchback TSD leads to a TD, but has a 8.33% chance to fail with a queue like [TZSJ]. However, this can be covered with a Bag 5 Perfect Clear, shown [here](#). Some *silly* kicks may be needed to place the S piece:



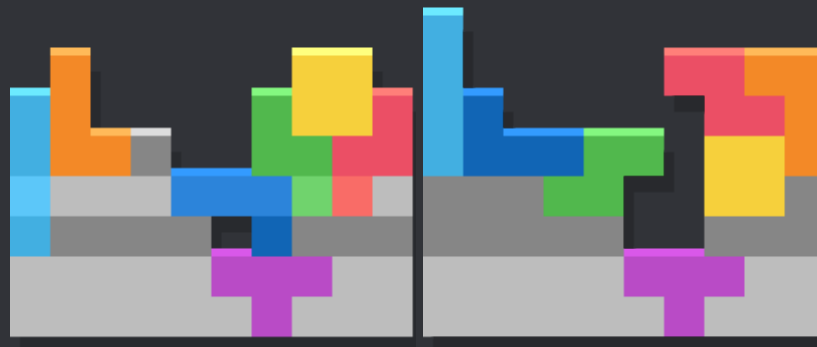
Highlighted Frame Pain aaaaa

Bag 6: (Switchback)



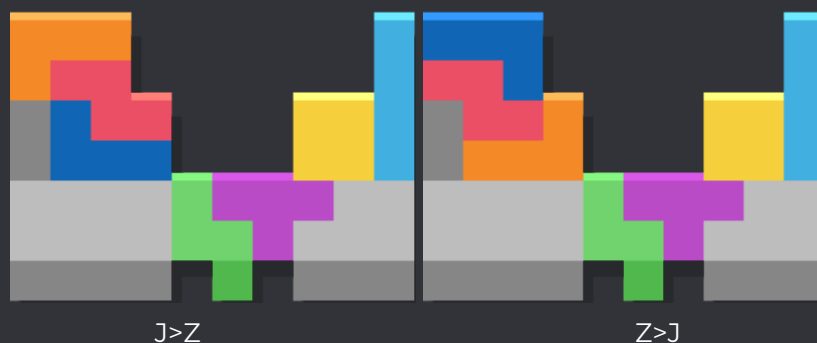
Although the setup on the left can always be built, the one on the right leads to a much cleaner stack. Afterwards, you can freestyle, or continue greeting with the next few bags.

Bag 7: (Switchback)



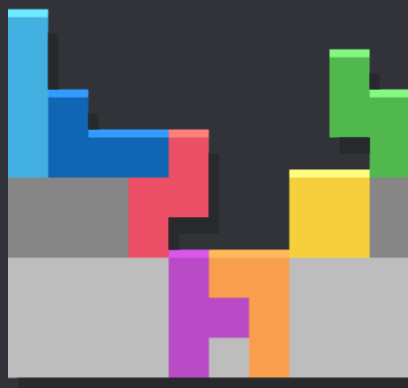
Both of these setups can always be built in their respective routes, and leads to clean freestylable boards with the option to break Surge for a pretty large spike.

Bag 5: Cut DT



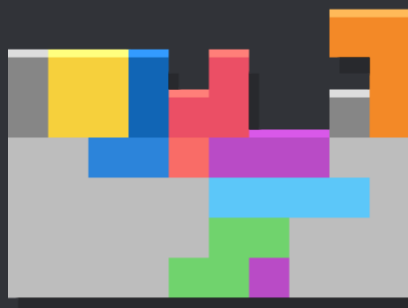
This setup can always be built by using one of the setups shown above. However, if you receive garbage, there is another 2/10 chance that the Cut DT will not work, as column 6 or 7 garbage will prevent the placement of S or L in the next bag.

Bag 6: (Cut DT)



This setup can always be built. However, there may be a gravity wait with Z without L placed.

Bag 7: (Cut DT)

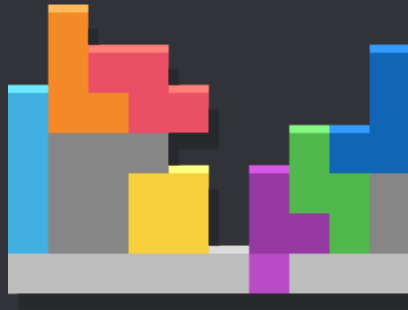


This setup can also always be built, resulting in a 3-spin with an ISS, SSS, and a TSD. This leads to a very low, freestylable board with high Surge.

Route 2: TD spike (TSS)

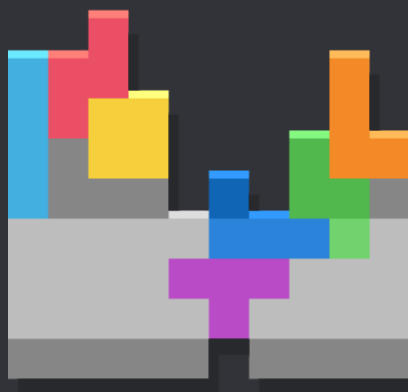
This route is much simpler, only requiring 4 bags of memorization to send a TD without the possibility of becoming impossible due to unlucky garbage.

Bag 2:



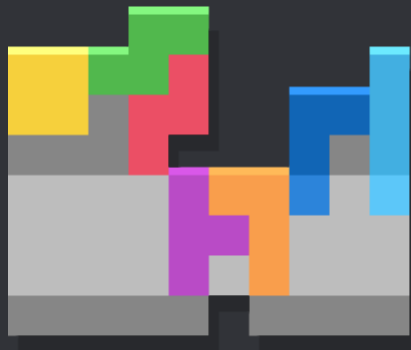
Same as the other bag 2 setup shown above, except that a TSS is done here instead of a TSD. With tetr.io's double canceling rule, you can fully cancel a b2b TSD here, allowing you to greed more easily.

Bag 3:



A TSD and a JSS can always be made using this setup. Unlucky garbage hole position may force a J gravity wait, however.

Bag 4:



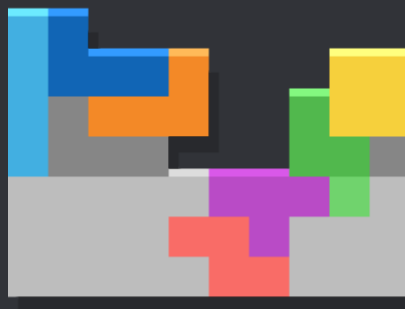
This TD spike can always be built. However, you may need to do some difficult finesse to place Z with S and J placed without L, shown below (Inputs mirrored for the other side).



CW, DAS Left, CCW, CCW, Left

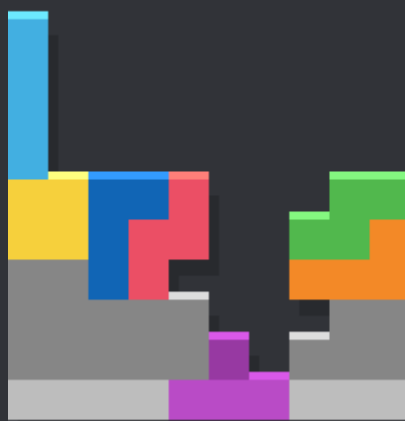
Extra Route 3: Mech Hearts

Bag 3:



This bag 3 is the same as Route 1's. Again, you can either freestyle, or go into Mech Hearts.

Bag 4:



93.89%

With JZ and LS Hearts, you have a 93.89% chance to go into a very clean Mech Hearts. Although other setups are possible to go into Mech Hearts, this setup is by far the easiest way to start looping.

Extra Notes:

1. The first discovery of the first bag was from @edamame_tetris on [Twitter](#) on December 28, 2024, with @61bi discovering an alternative bag 3 on March 3, 2025, shown [here](#). However, it was also independently discovered in [COpener Gaming](#) by @_someRandomDude on June 3rd, 2025. Taking inspiration from the name's rough translation, Lazy TSS, we decided to name it Sloth TSS.
2. Credits to Flyspeck101 for the document design.
3. With tetr.io's 14 piece double canceling rule, you should always try and cancel TSD's bag one to not need to deal with 2 garbage that could ruin the Cut DT Route.
4. This opener has only 1 potential gravity wait with the Z piece in the Cut DT Route.
5. For Bag 7's Cut DT Route, the I spin finesse can be broken down into: Double CCW/CW if S/Z is placed, and CCW+CW/CW+CCW if S/Z isn't placed.
6. Alternatively, you can instead go for [this](#) greedy route with the Cut DT found by ___nek0.
7. Although the Mech Hearts featured at the end are v1's hearts due to the potential O gravity waits with the JO Heart, it is possible to always convert it into the v2 mech hearts, shown [here](#).