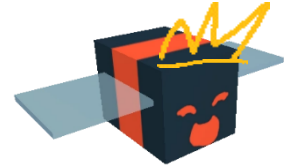


Why early red is better than early blue



There are many reasons early red is seen as superior to early blue but I will summarize with five main reasons:

- Improved progression
- Onett's preference
- Non-macro friendly
- Red is a better colour than blue
- Better attack

1. Improved progression:

Red is far easier for progression than early blue mostly because of the non-requirement of mythic bees, whereas blue requires countless gifted tadpoles and buoyants which cannot be replaced with more early friendly bees. Red of course avoids this issue with shy bees and fire bees almost as good as the mythics and a perfect replacement for early game players.

2. Onett's preference:

Onnet has said multiple times how his favourite bee is the rascal bee as shown in this clip:

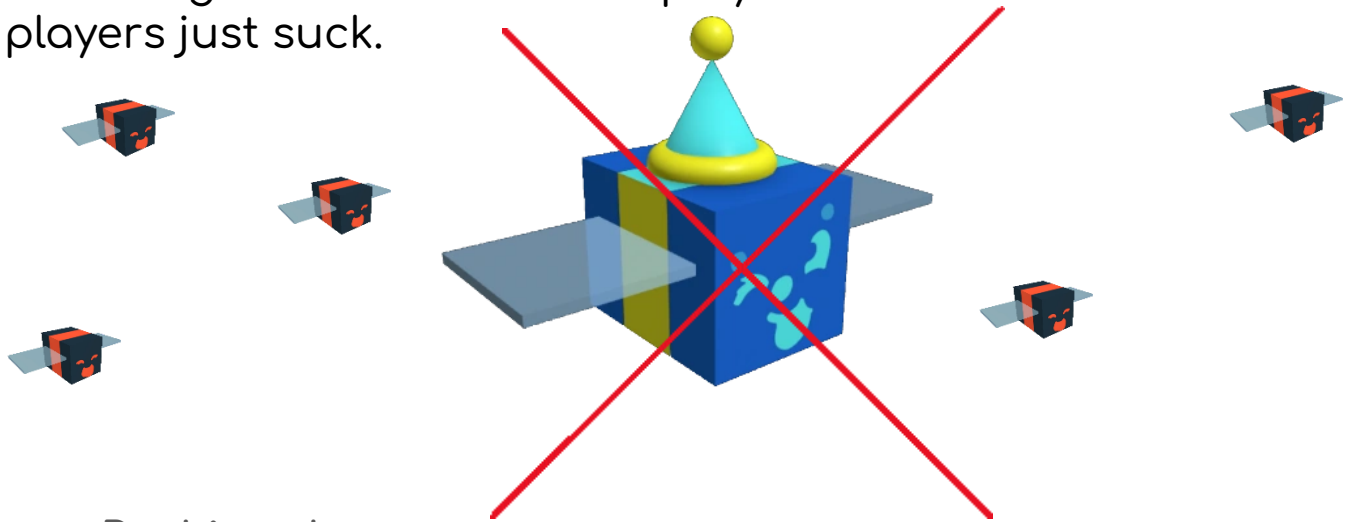
<https://www.youtube.com/shorts/EaRAJigMFCA>

This preference will make onnet have a secret bias towards red hives especially because he has revealed

he hates buoyant bees and has called it a cunt clown multiple times.

3. Non-Macro friendly:

For many early game players, macro isn't a viable option and blue hives solely rely in being lazy and macroing red excels in active play and tbh blue players just suck.



4. Red is a better colour than blue

Red feels energetic and bold, grabbing attention and inspiring action. It represents passion, warmth, and confidence, making spaces feel alive. Blue is calm, but red excites, motivates, and stands out. When you want impact, emotion, and strength, red clearly delivers more power and presence in everyday life and creative expression.

5. Red has better attack than blue



Reds improved attack can benefit even the early players in bee swarm with better amulets and more fun it surpasses blue in many ways. This is especially true during beesmas where snow bear, retro and rbc is crucial.



Overall, us early reds have to rise up above the early blues and take them down!!!

