

Level 2

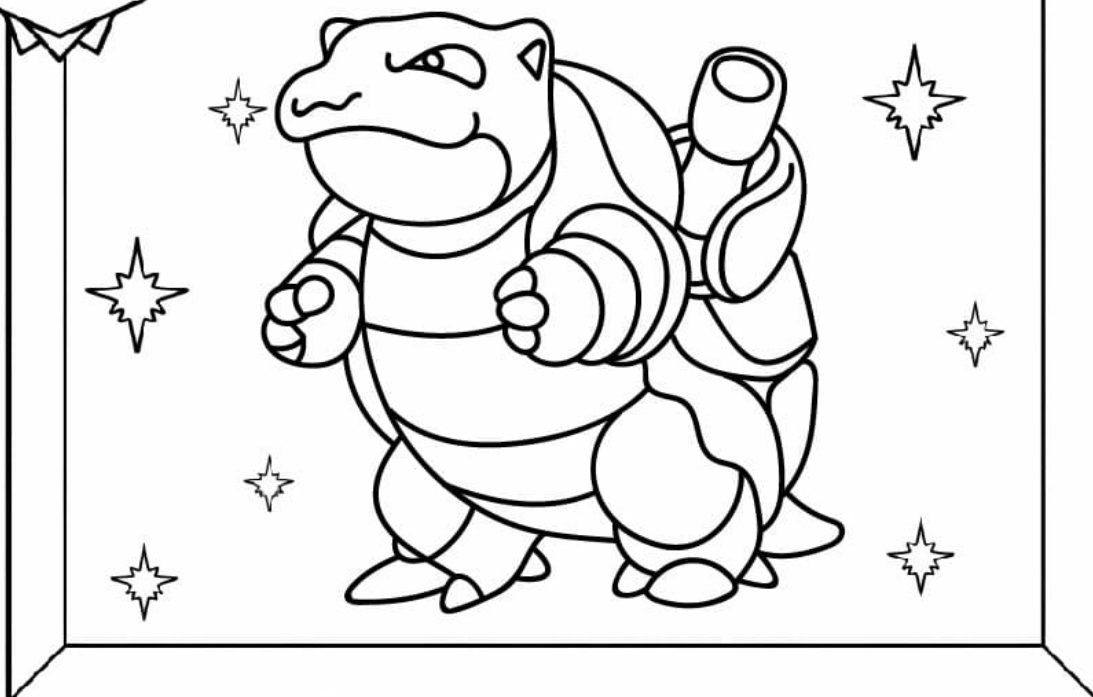
Evolved from Wartotle

Stack this card on the monster card.



Blastoise

⚡ HP 100



[Special Powers] **Rain Dance** : You may play as many Water Energy Cards from your hand as you want on your Pocket Monsters during your turn. This ability cannot be used if Blastoise is *Asleep*, *Paralyzed*, or *Confused*.



Hydropump : For each additional Water Energy Card attached to Blastoise, "Hydropump" deals an extra 10 damage (to a maximum of 20 extra damage).

40+

weakness



escape



Stats: 2 ft. tall, 100 lbs. The Blastoise often charges its enemies, using its heavy body to trample over and stun them. When in danger, it retreats within its hard shell.

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