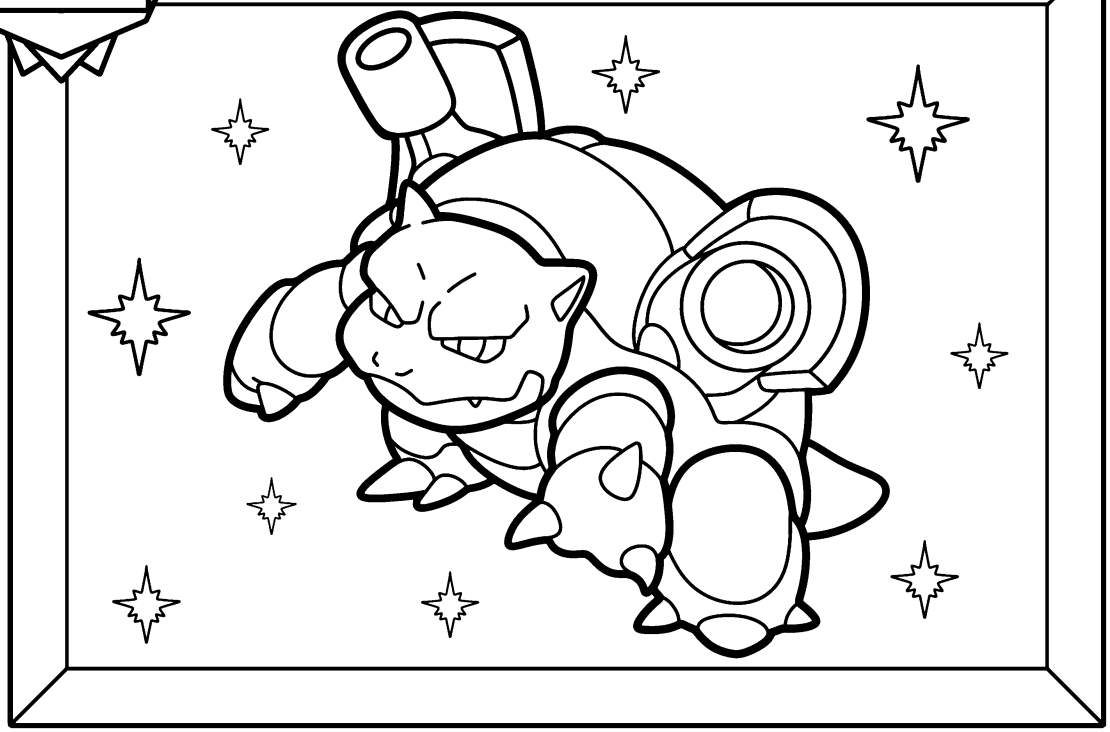
Level 2



Evolved from Wartotle Stack this card on the monster card.

Blastoise HP100



[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.* **LV.52**