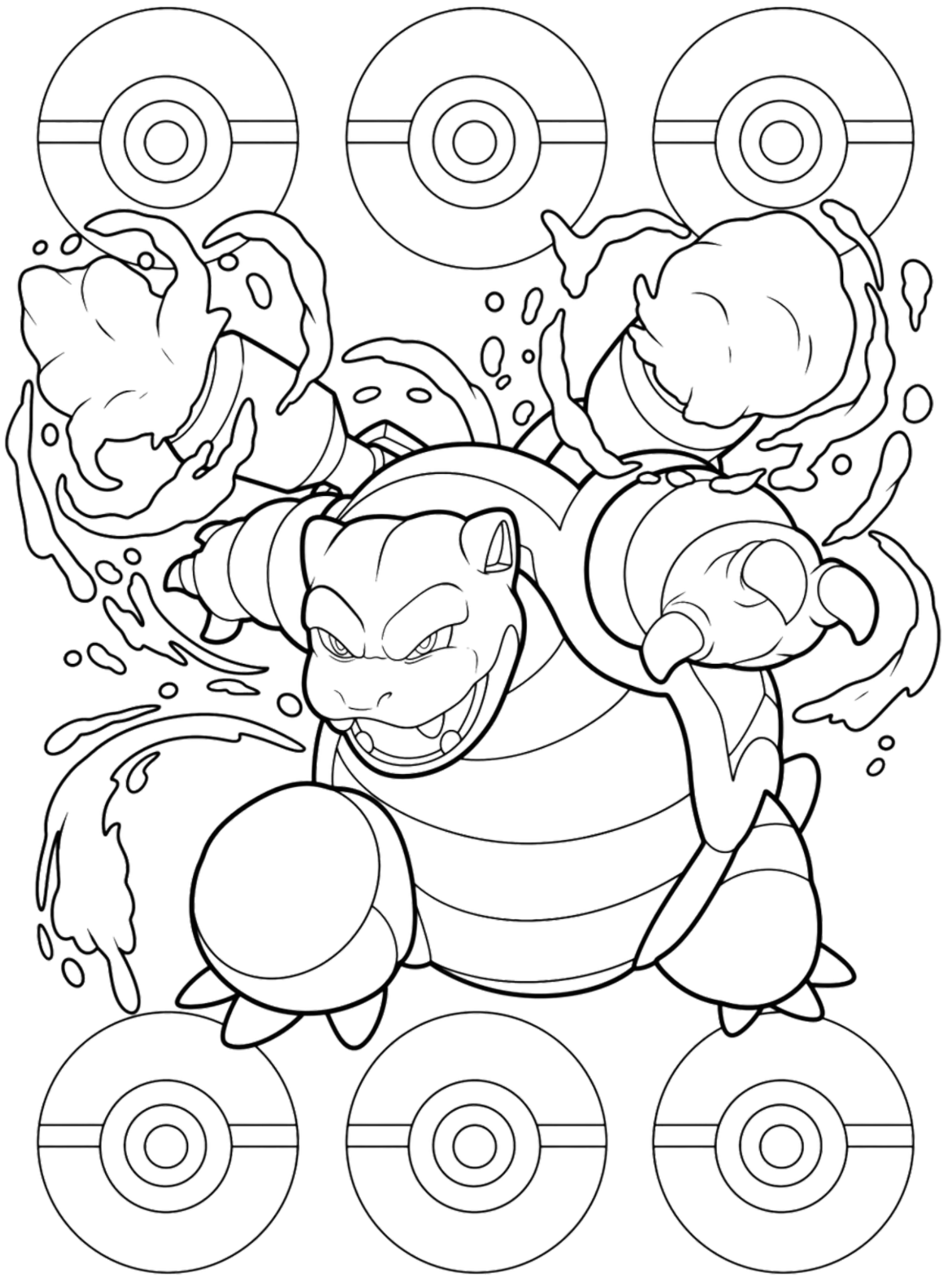
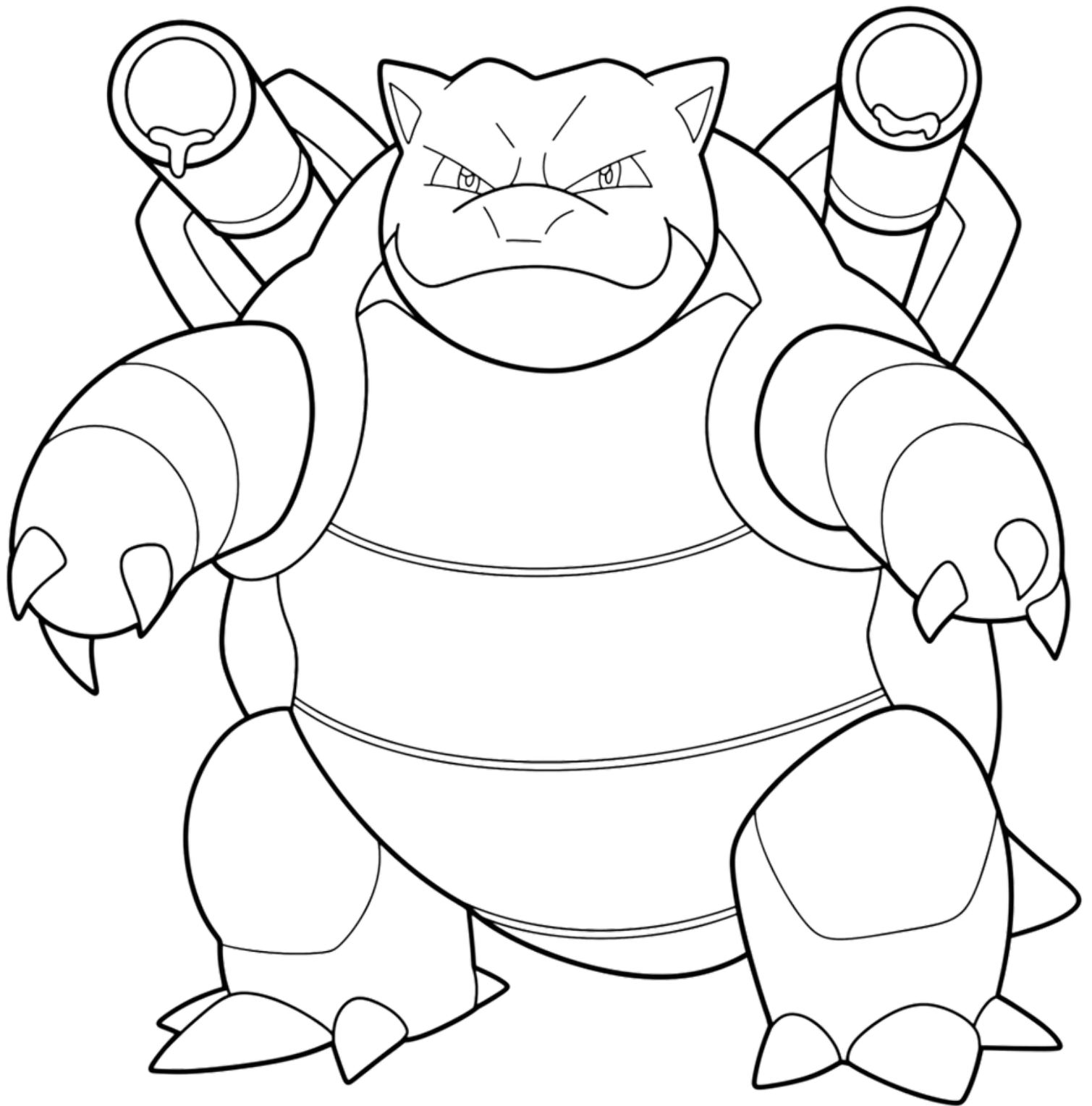
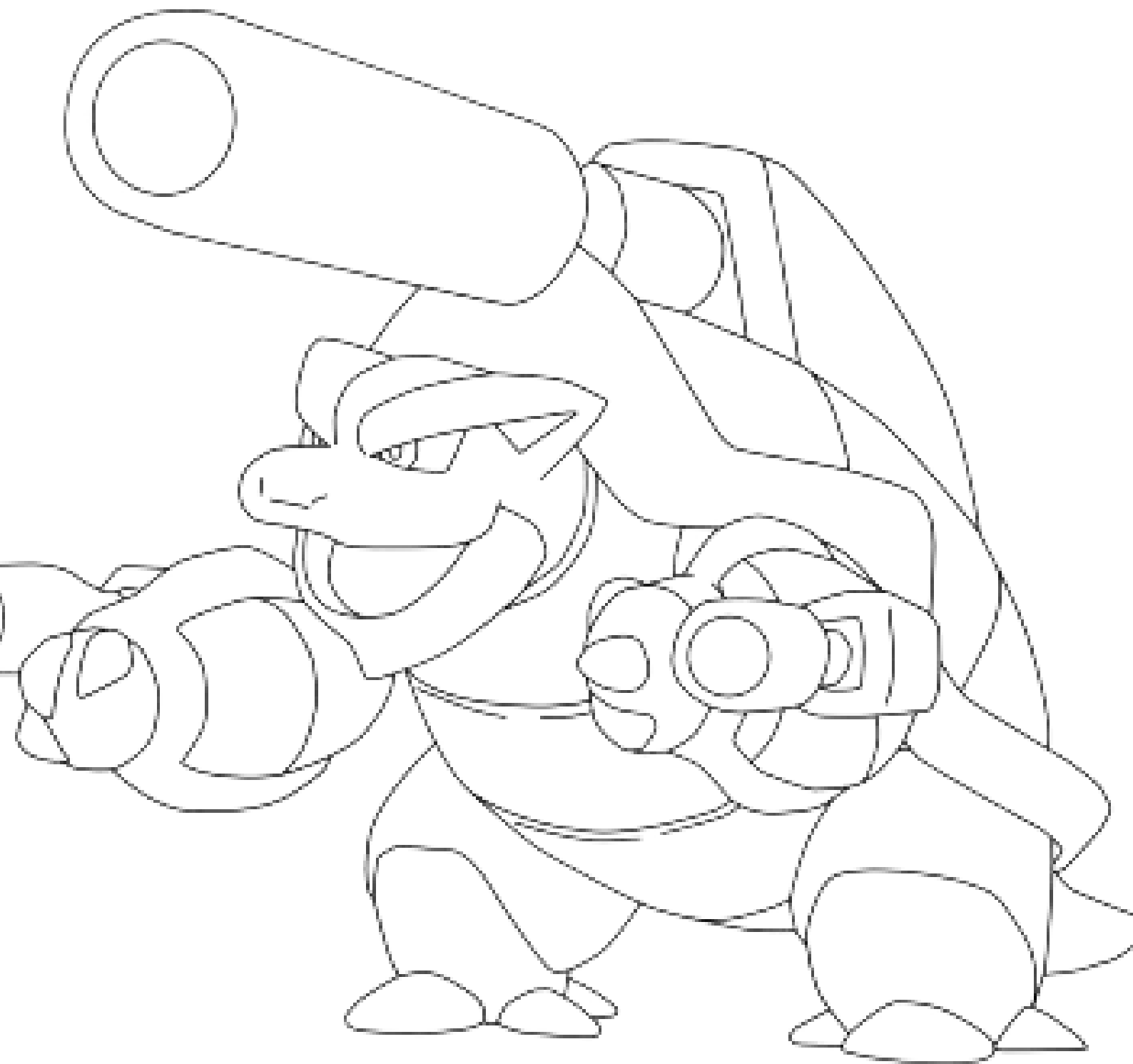


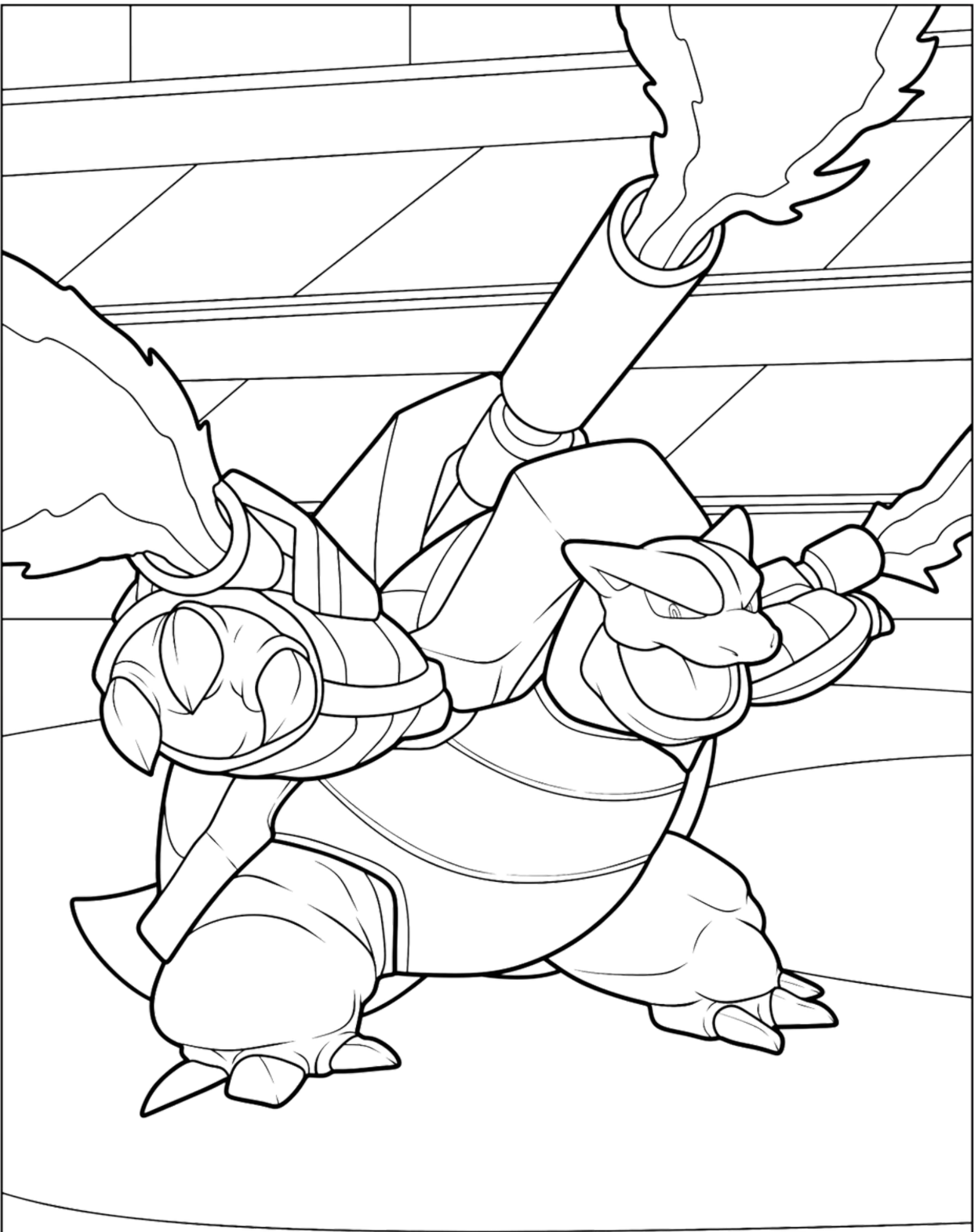
**POKÉMON**  
**BLASTOISE**

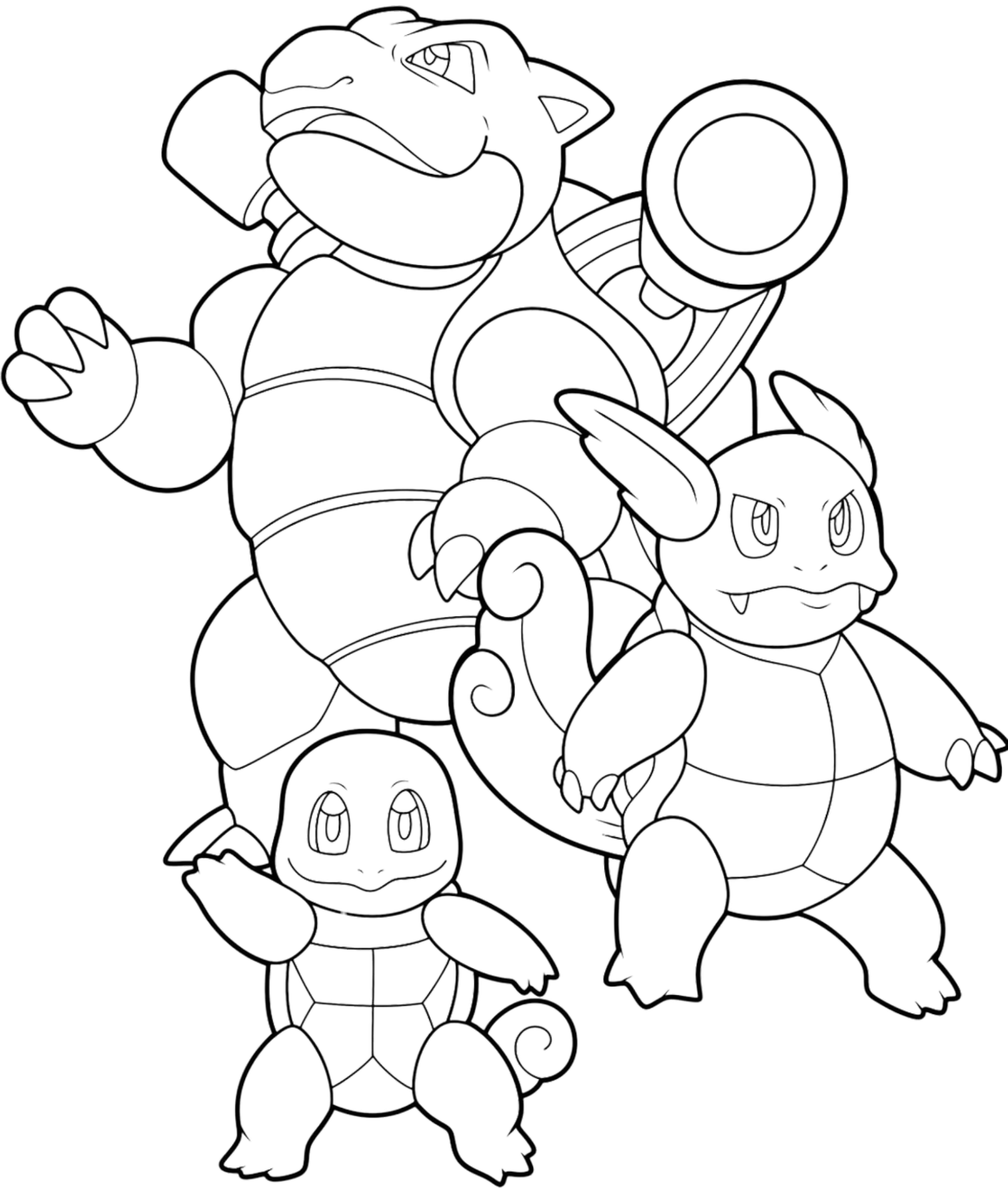






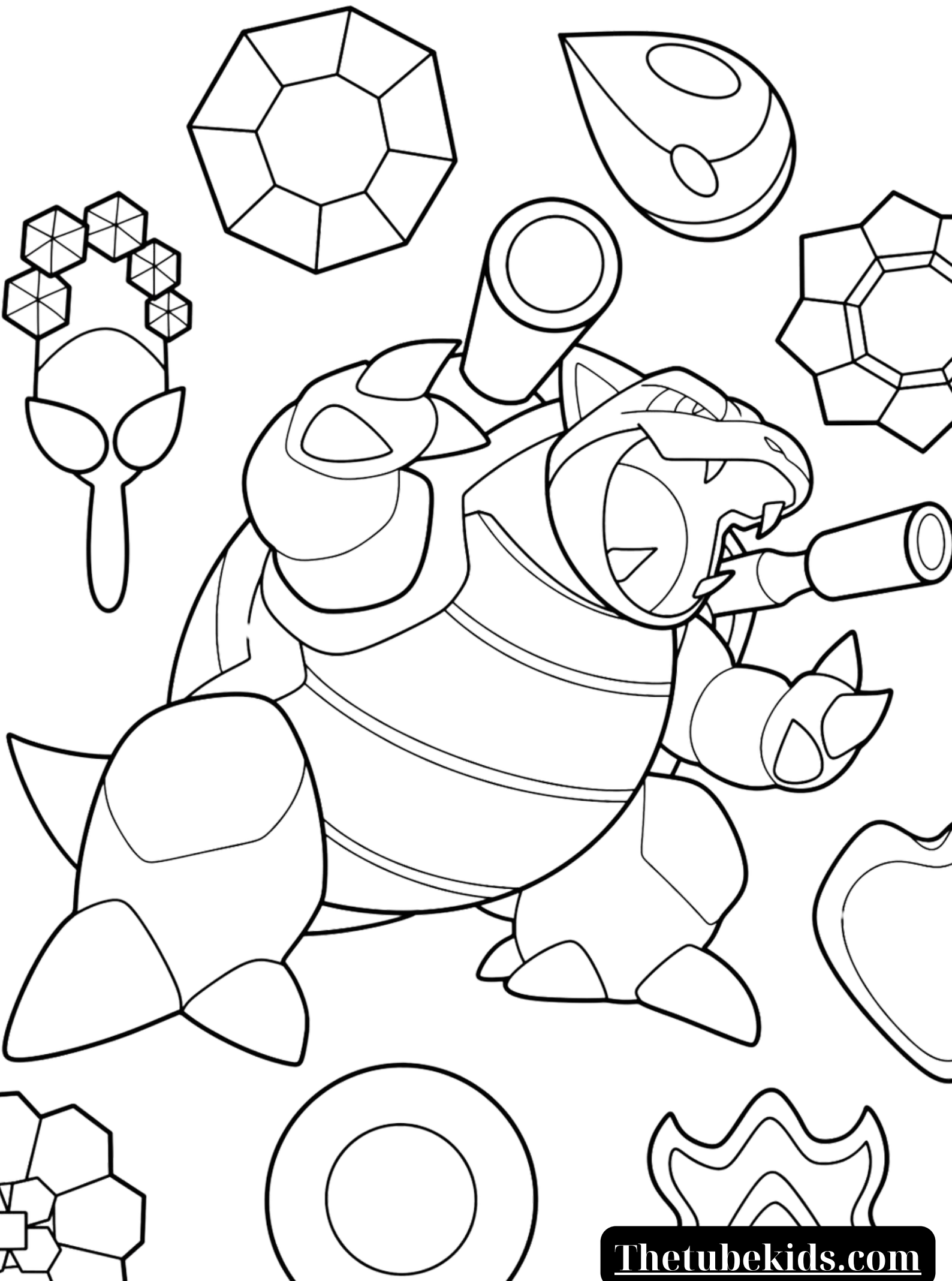


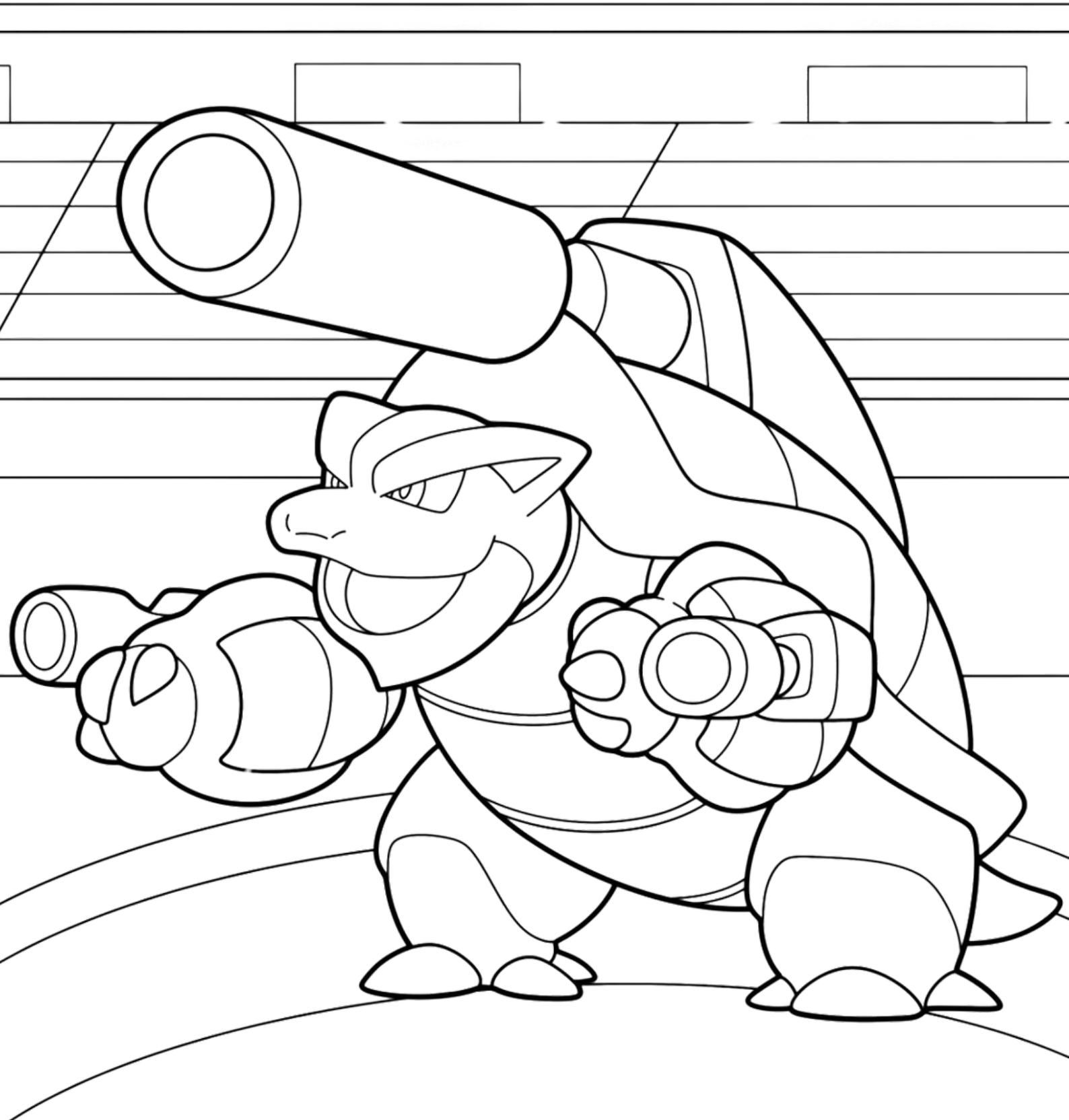
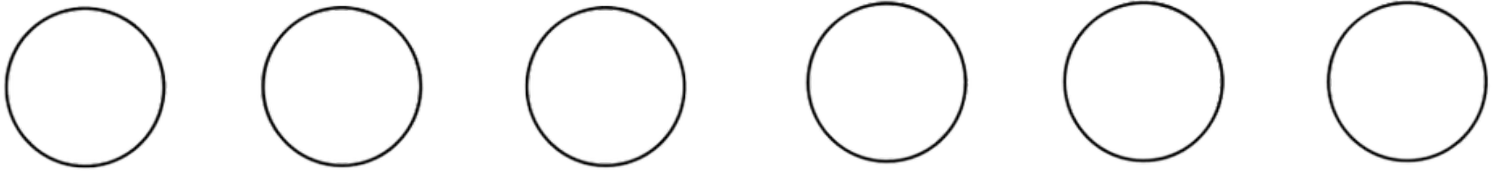




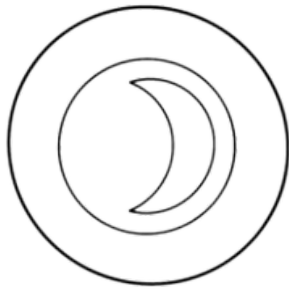
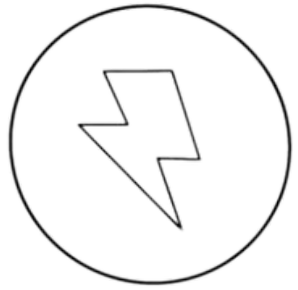
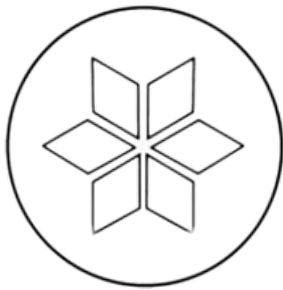
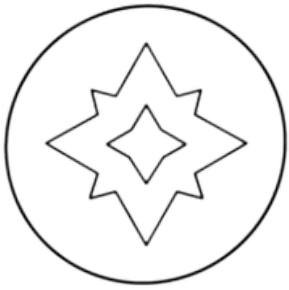
# POKÉMON



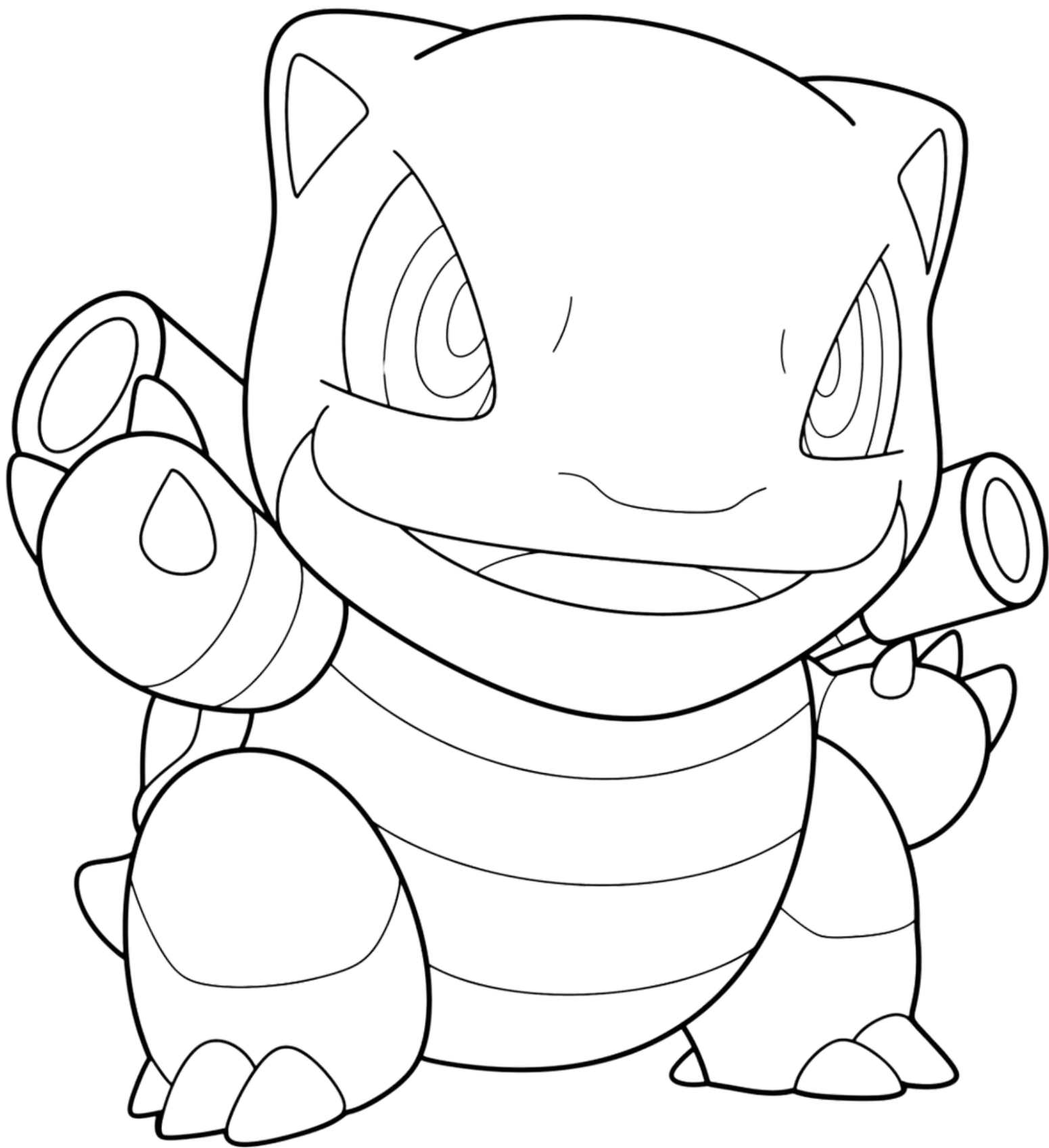


















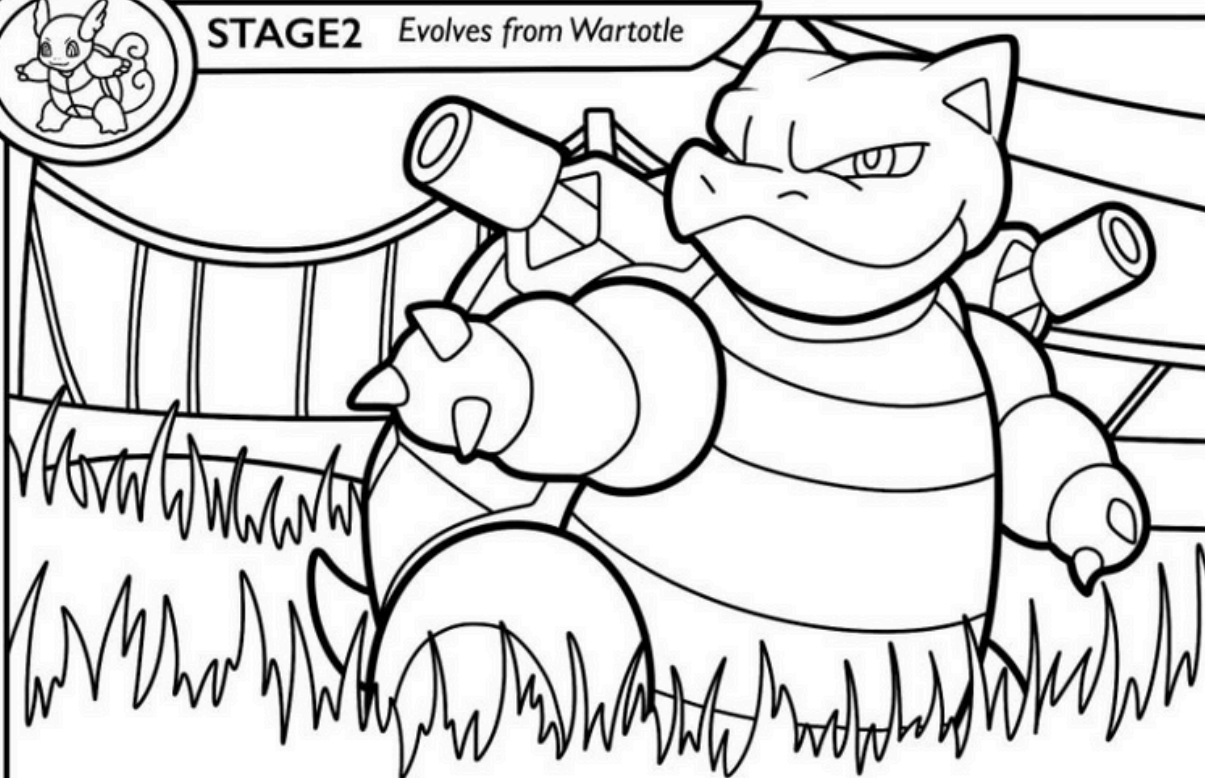
# Blastoise

LV. 58

HP 140



STAGE2 Evolves from Wartotle



NO.008 Shellfish Pokémon HT:5' 03" WT:188.5 lbs.

**Poké-POWER**

## Quick Aid

Once during your turn (before your attack), if Blastoise is your Active Pokémon, you may search your deck for up to 2 Energy cards and attach them to 1 of your Benched Pokémon. This power can't be used if Blastoise is affected by a Special Condition or has no Energy cards attached to it.



## Hydro Crush

60

You may discard all Energy cards attached to Blastoise. If you do, discard all Energy cards attached to the Defending Pokémon and switch Blastoise with 1 of your Benched Pokémon.

*The jets of water it spouts from the rocket cannons on its shell can punch through thick steel.*

weakness

+ 30

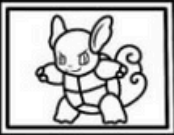
resistance

retreat cost





STAGE 2



Evolves from Wartortle



Put Blastoise on the Stage 1 card






# Blastoise

100 HP 



**Shellfish Pokémon. Length: 5'3", Weight: 189 lbs.**

**Pokémon Power: Rain Dance** As often as you like during your turn (before your attack), you may attach 1  Energy card to 1 of your  Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.

   **Hydro Pump** Does 40 damage plus 10 more damage for each  Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra  Energy after the 2nd doesn't count **40+**

weakness



resistance

retreat cost



*A brutal Pokémon with pressurized water jets on its shell. They are used for high-speed tackles. LV. 52 #9*

BASIC

Blastoise & Piplup-GX HP 270



TAG TEAM



Splash Maker

150

You may attach up to 3 Water Energy cards from your hand to your Pokémon in any way you like. If you do, heal 50 damage from those Pokémon for each card you attached to them in this way.



Bubble Launcher GX

100+

Your opponent's Active Pokémon is now Paralyzed. If this Pokémon has at least 3 extra Water Energy attached to it (in addition to this attack's cost), this attack does 150 more damage. (You can't use more than 1 GX attack in a game.)

weakness



x 2

resistance

retreat



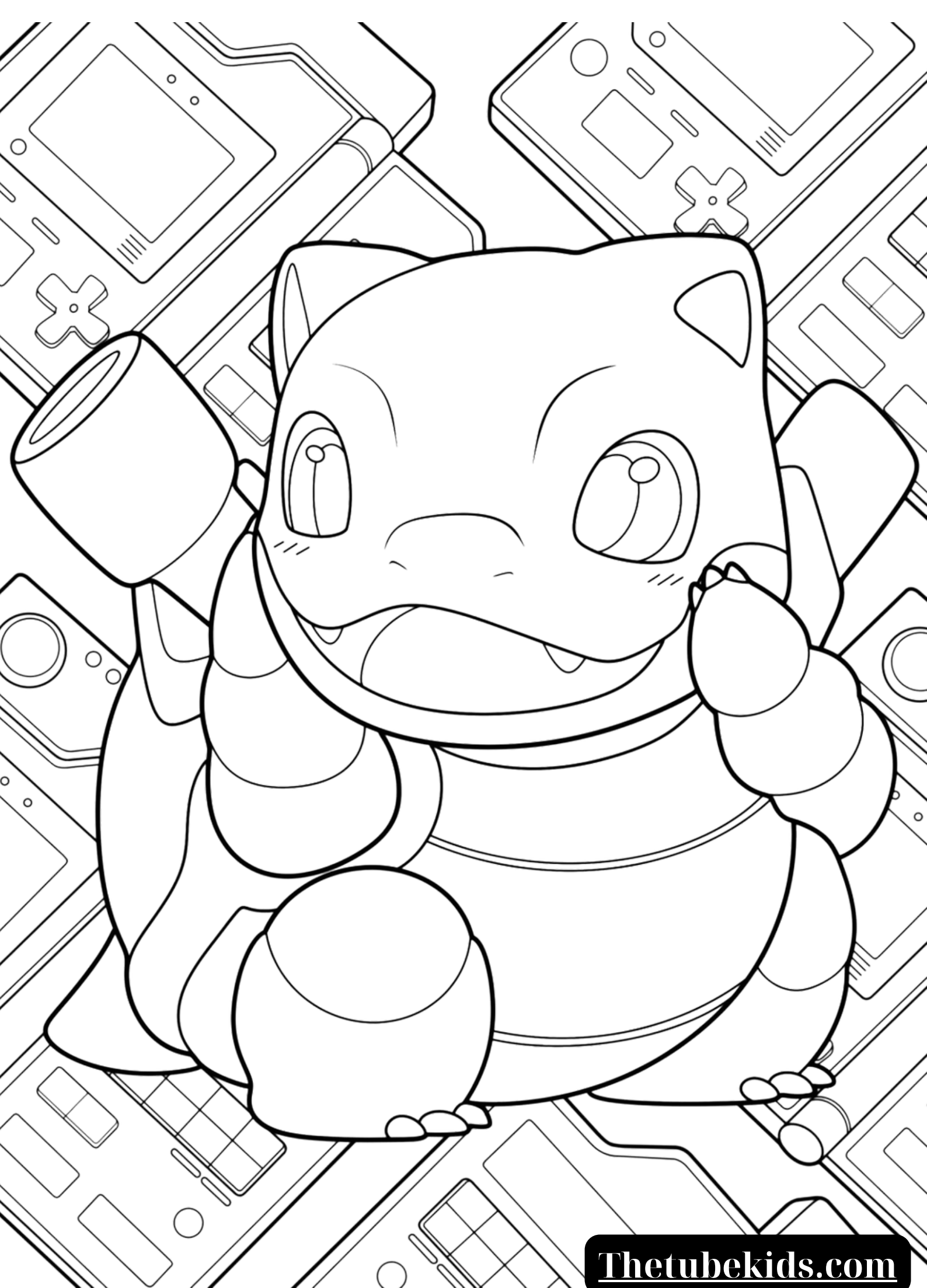
TAG TEAM rule

When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

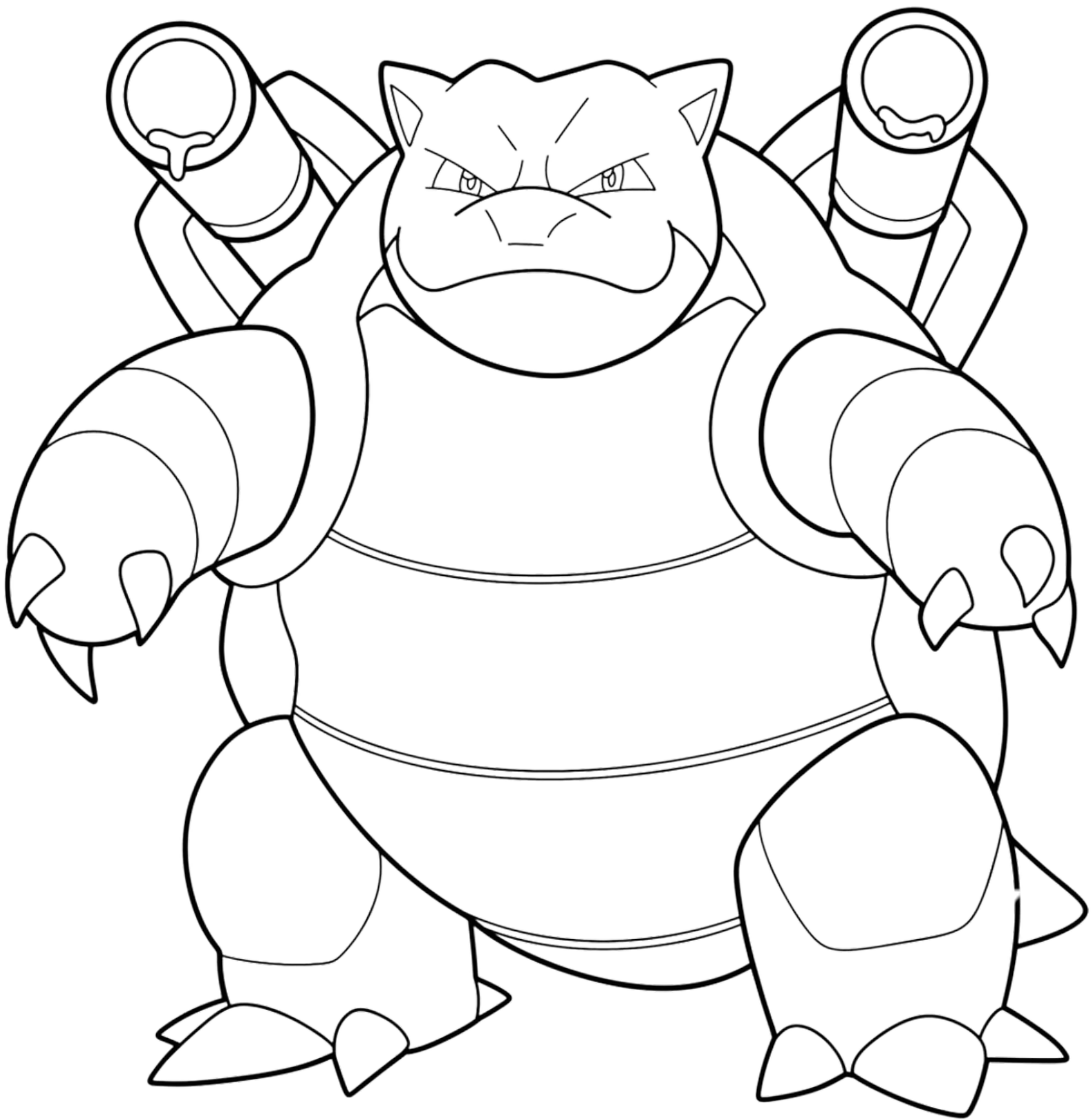




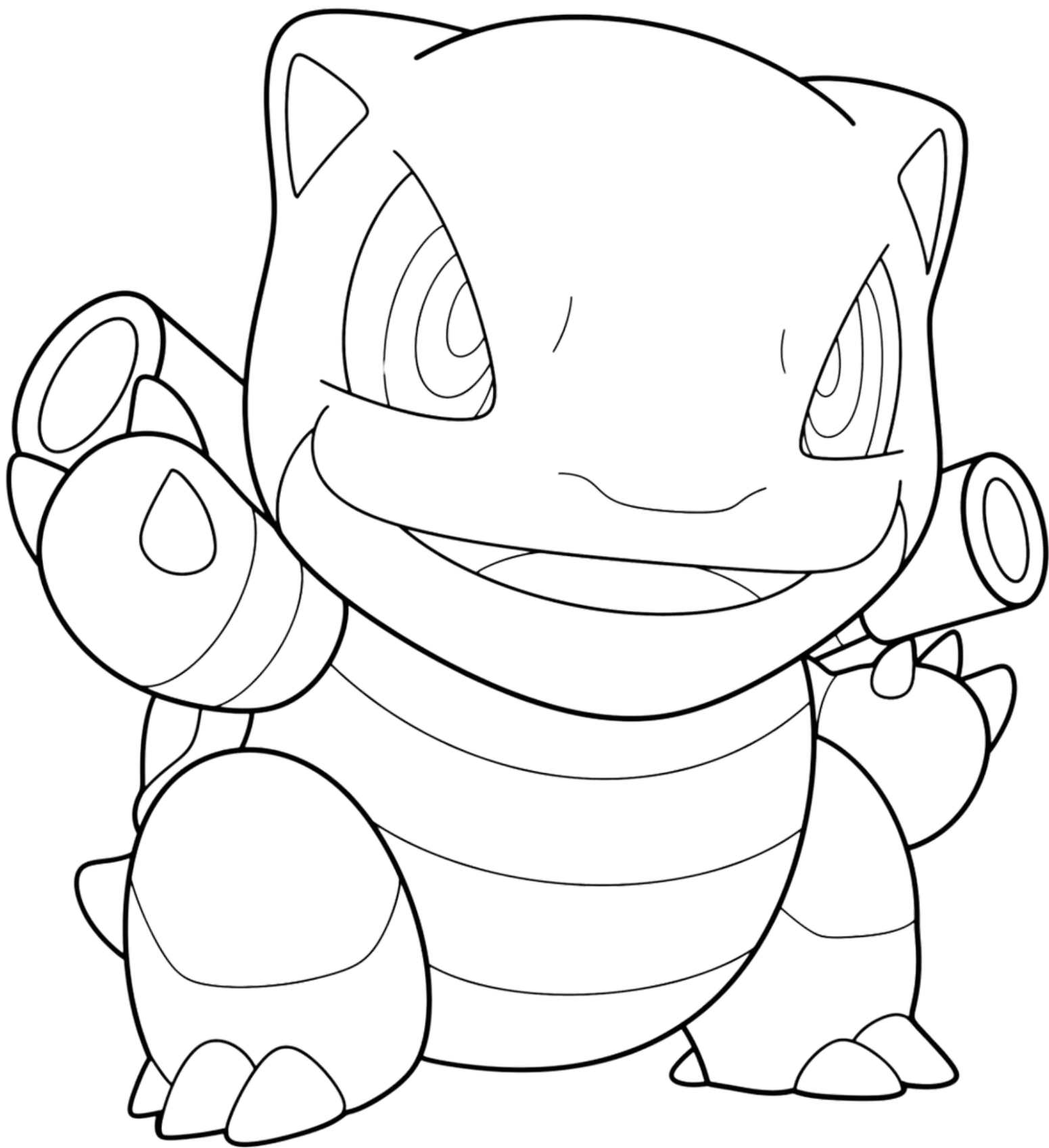




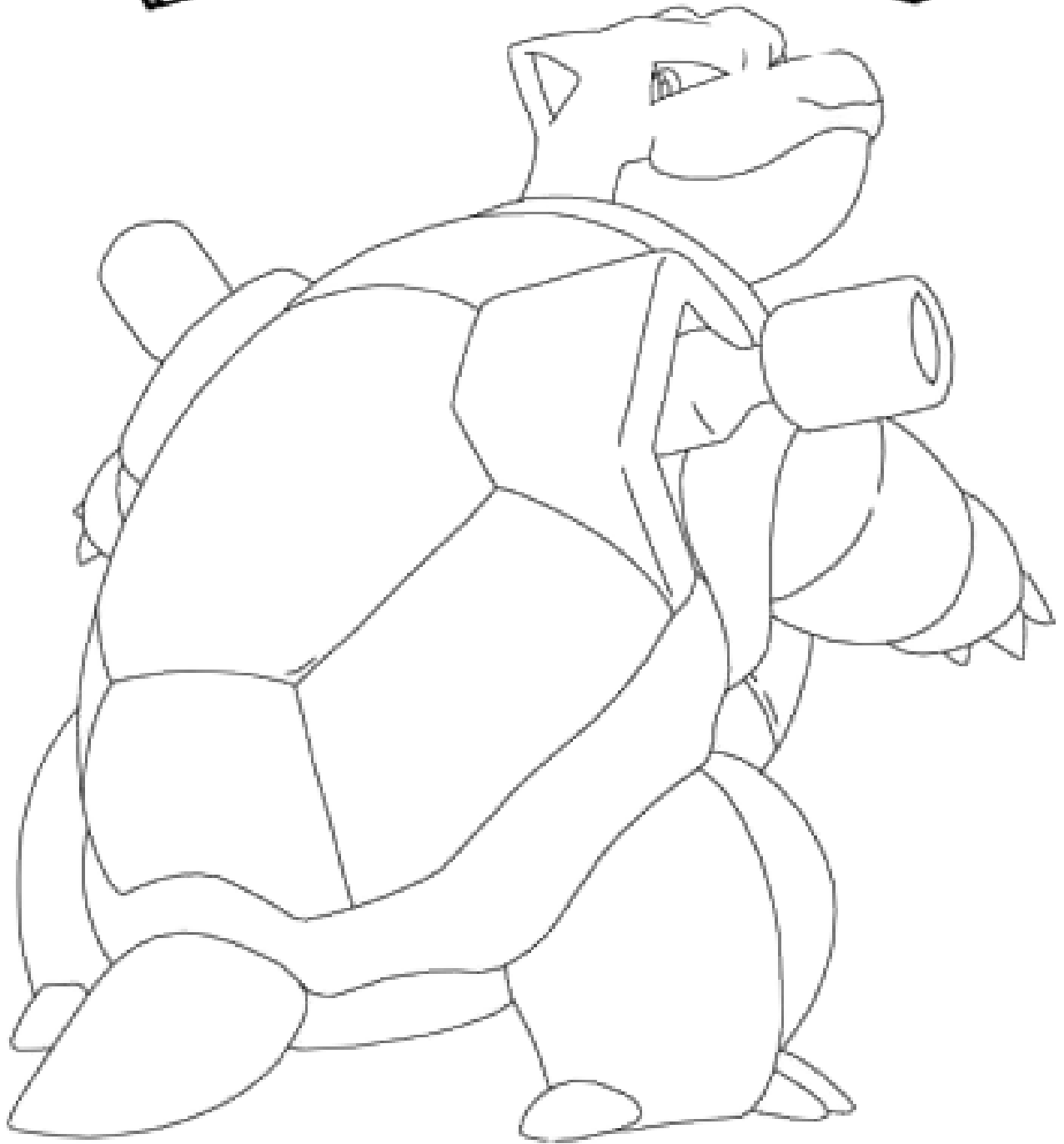








# POKÉMON



Blastoise

