Thought Process for “Basic Ruleset for Mini two player version”

I wanted every turn to start and end with each players having 5 cards in the hand.

I wanted to make it explicitly clear when cards move from each zone to another.

I wanted to make clear the distinction between “discard” and “destroy”, as both involve moving cards to the discard pile.

I wanted the main focus to be on small interactions between cards. Most cards should have a basic effect that manipulates point value, or moves card from one zone to another.

Each turn, a player should be able to make a meaningful action.