One player run file server.py and set ip equal your ip (LAN), set ip for both server.py and Network.py:

Two players run file client.py.

One of players go to create room to create game.

Another player go to join room and enter id, which was created and showed in first player's screen

After go to prepare screen.

Two players can move our ships:

+ Hold right mouse to move.

+ Click on the ship with left mouse to rotate ship.

After done, two players click ready and game start.

Each player have 60 second each turn.

Winner is a player who shoot all opponent's boats accurately first.

Note: don't left the game to avoid wrong data. If it happen, you can restart server.py and open client.py again.