```
import pygame
from pygame.locals import *

from OpenGL.GL import *
from OpenGL.GLU import *

vertices = (
  # ( x,  y,  z)
    ( 1, -1, -1),  # A
    ( 1,  1, -1),  # B
    (-1,  1, -1),  # C
    (-1, -1, -1),  # D
    ( 1, -1,  1),  # E
    ( 1,  1,  1),  # F
    (-1, -1,  1),  # G
    (-1,  1,  1)   # H
)

edges = (
    (0, 1),
    (0, 3),
    (0, 4),
    (2, 1),
    (2, 3),
    (2, 7),
    (6, 3),
    (6, 4),
    (6, 7),
    (5, 1),
    (5, 4),
    (5, 7)
)


def Cube():
    glBegin(GL_LINES)
    for edge in edges:
        for vertex in edge:
            glVertex3fv(vertices[vertex])
    glEnd()


def main():
    pygame.init()
    screen = pygame.display.set_mode((800, 600), DOUBLEBUF | OPENGL)

    gluPerspective(45, (800 / 600), 0.1, 50)
    glTranslatef(0, 0, -5)
    glRotatef(0, 0, 0, 0)

    while True:
        for event in pygame.event.get():
            if event.type == pygame.QUIT:
                pygame.quit()

        glRotatef(1, 3, 1, 1)
        glClear(GL_COLOR_BUFFER_BIT|GL_DEPTH_BUFFER_BIT)
        Cube()
        pygame.display.flip()
        pygame.time.wait(10)


main()
```