

A puzzle has the multifaceted game elements shaped as the cube and containing the game labels. Each of eight multifaceted game elements is form-generating one and connected with the adjacent elements along the matching ribs by two flexible ties as the flexible ribbon allowing each element to turn around by 180° relative to the adjacent one. As a result, the completed geometrical figure in the shape of the cube is generated with the possibility of being transformed into another geometrical figure.