CHAPTER NINE

Farce first appeared in Greece during its classical period in the 5th century, primarily in the plays of Aristophanes that were political satire and included elements of burlesque and musical comedy.

Face allow people to feel superior to other human beings and to laugh at the misfortune of others.

Farce has a sense of urgency, and a typical mood of farce is a sense of violence.

Farce often has a sense of crudeness to it, as is typically more concerned with the physical side of life than the intellectual.

Farce takes place in a world devoid of reason, and often the agent of action in farce is thrust into a bizarre world completely by accident.

Often the role of teacher is taken by the playwright in a farce.

Some plot devices used in farces include:
- deceit
- love chases
- finding a treasure
- misunderstandings
- disguises (pretending to be someone else)
- coincidence playing a disastrous role

Characters in a farce:
- the sane person
- the fool
- the over
- the knave

Classifications of the farcical fool:
- the inflexible
- the dotard
- the blockhead

Farce is a comic look at the cruelty of the universe and of life.

Commedia dell'arte often uses the typical plotlines for its material.