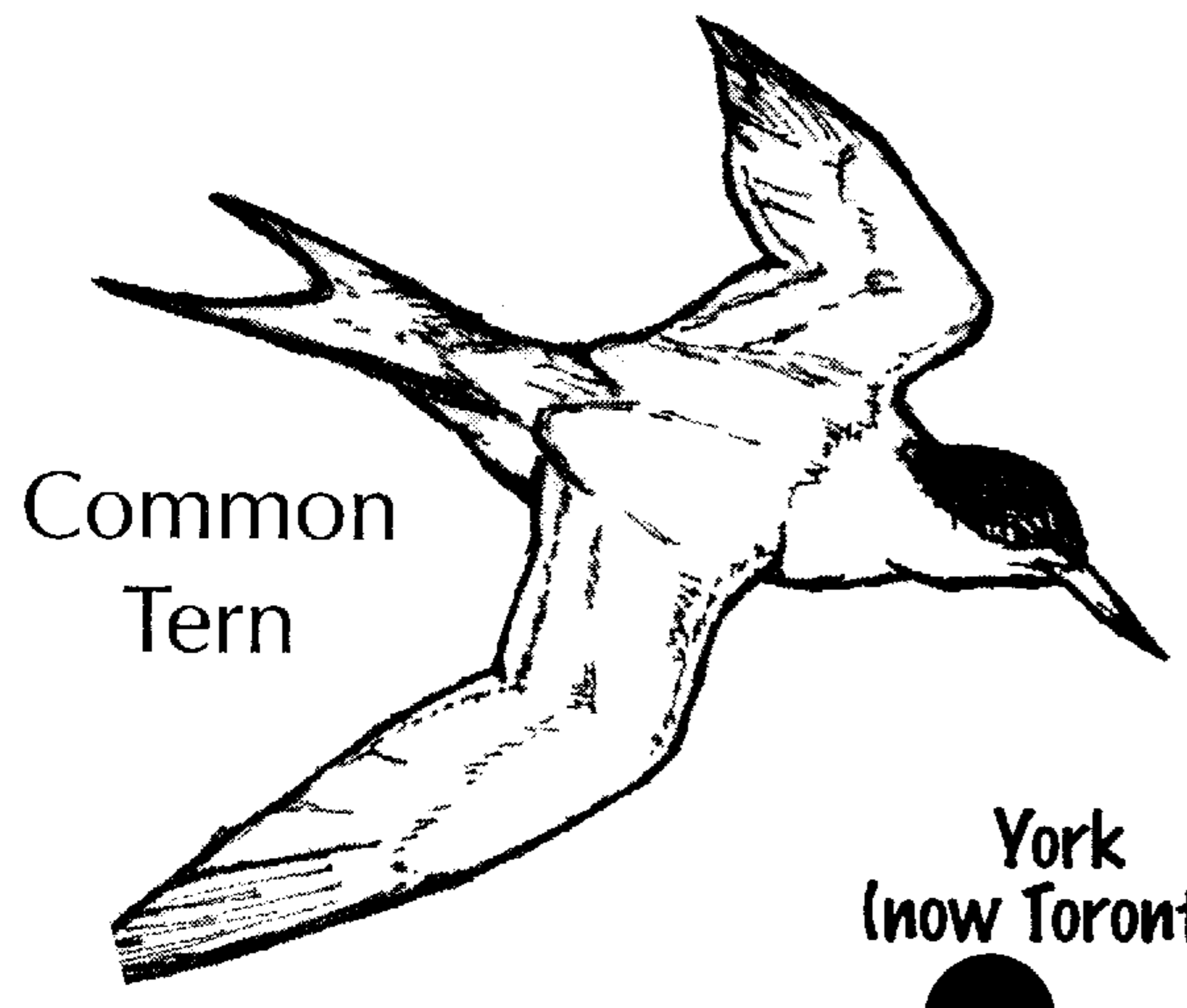


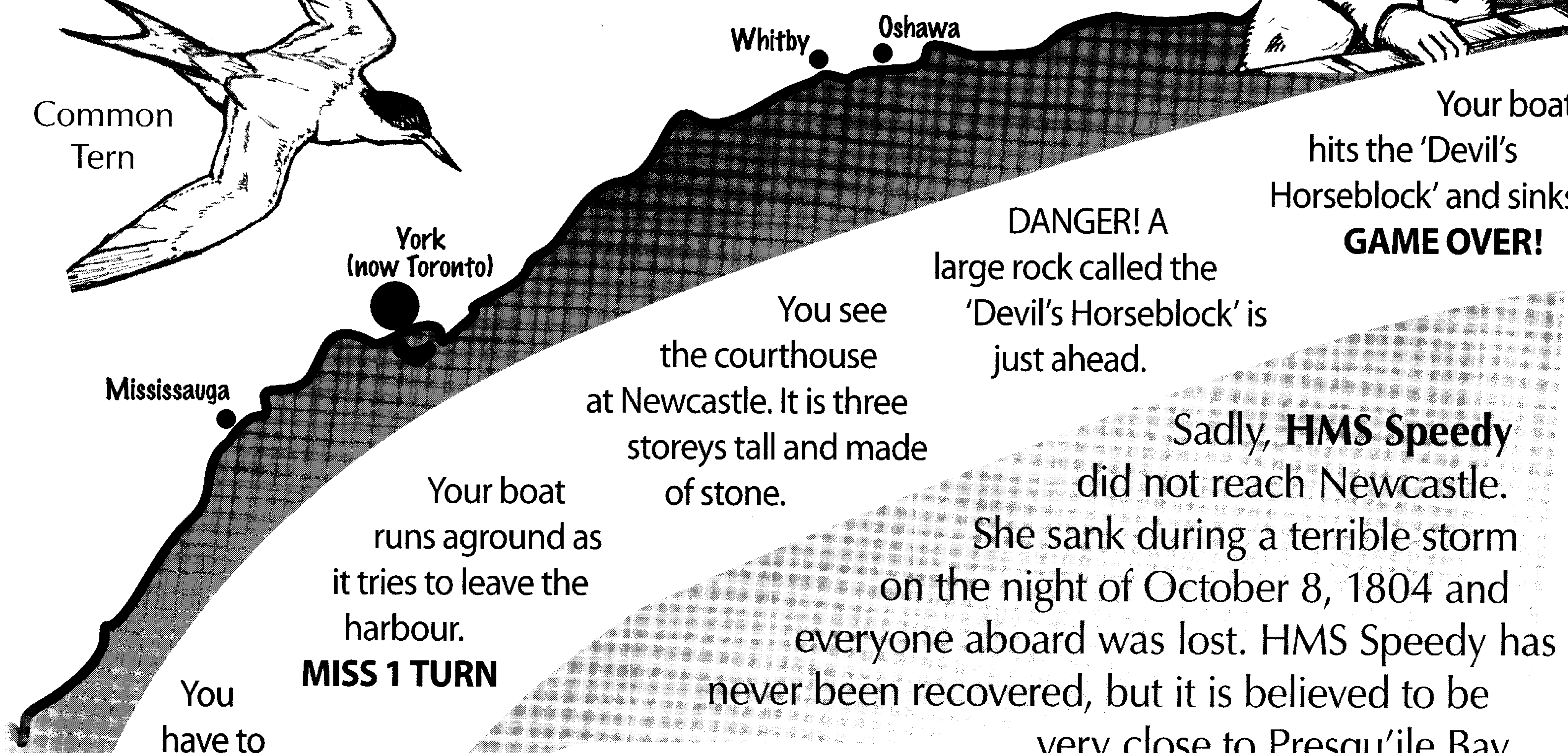
**1804**

# A SPEEDY END TO NEWCASTLE

In the Fall of 1804, a trial was to be held in the newly built courthouse in the Town of Newcastle. The captain and his crew, the judges, the lawyers and the accused set sail from York (Toronto) to Newcastle on the ship HMS Speedy.



Common Tern



York (now Toronto)

Mississauga

Whitby

Oshawa

Your boat runs aground as it tries to leave the harbour.

**MISS 1 TURN**

You have to pick up the judge, lawyers, witnesses and the prisoner at York.

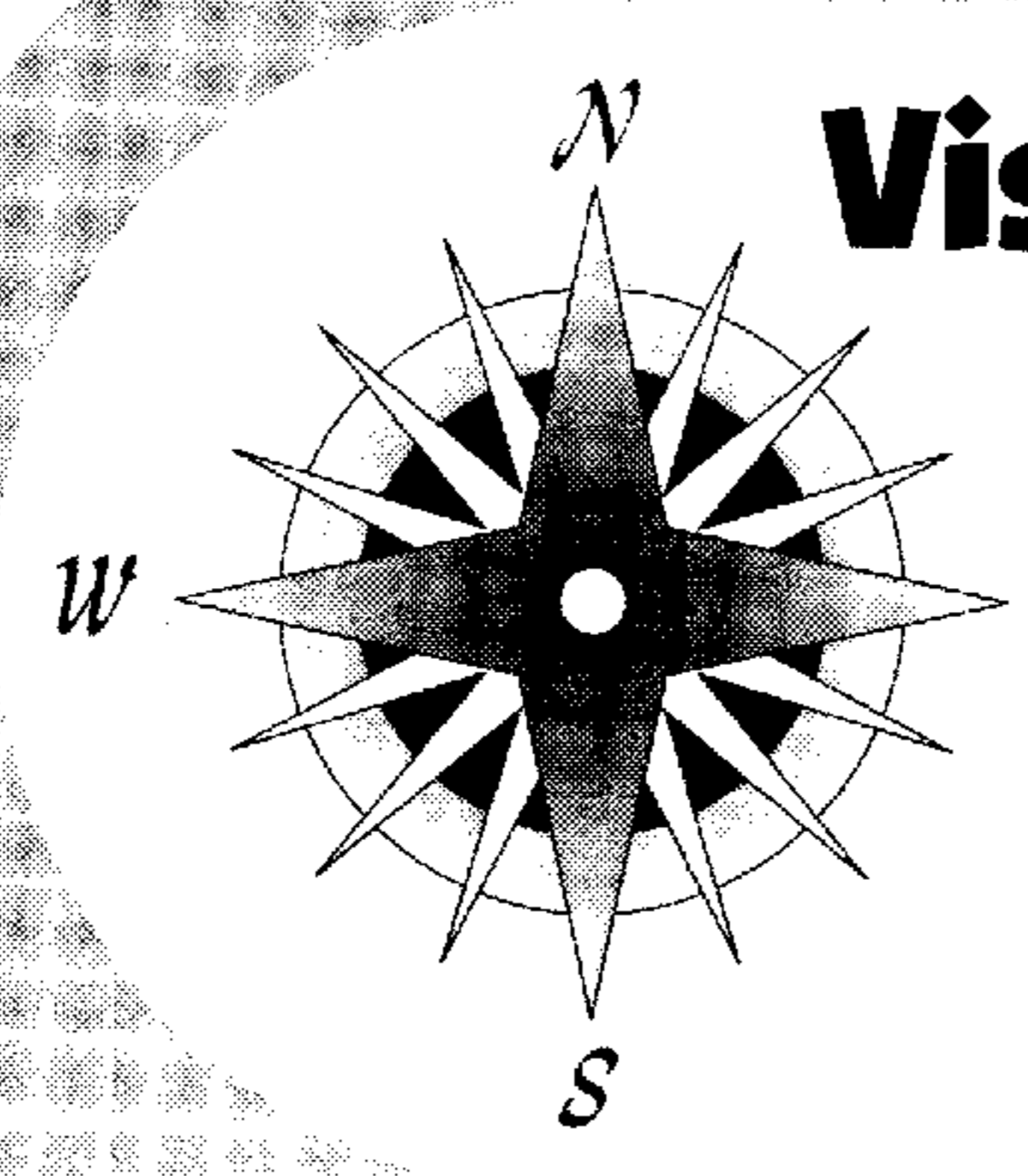
You see the courthouse at Newcastle. It is three storeys tall and made of stone.

DANGER! A large rock called the 'Devil's Horseblock' is just ahead.

Your boat hits the 'Devil's Horseblock' and sinks! **GAME OVER!**

Sadly, **HMS Speedy** did not reach Newcastle. She sank during a terrible storm on the night of October 8, 1804 and everyone aboard was lost. HMS Speedy has never been recovered, but it is believed to be very close to Presqu'ile Bay.

The loss of the Speedy and its important passengers meant an end to the Town of Newcastle.



## Visit It Today

The **Lighthouse Interpretive Centre** at Presqu'ile Provincial Park has many more facts about the *Speedy*.

You are ordered to sail to Newcastle for the trial. Your boat is leaking, but you must go anyway.

You run into a bad storm and get blown off course.

**GO BACK 3 SPACES**

Two members of your crew refuse to sail any longer.

**MISS 1 TURN**

You get a new compass. Now it's easy to know where you are going.

**ADVANCE 1 SPACE**

# Sail of the Speedy Game

After the *Speedy* sank, plans for the Town of Newcastle changed. The new capital moved to Cobourg. Most of the people who lived in Newcastle moved as well. If the *Speedy* had made it safely to Newcastle, there may have been a town on the Presqu'île Peninsula today.

Newcastle  
(now Presqu'île)

## FINISH

### WELL DONE!

You did it! You steered the *Speedy* all the way to Newcastle.

**Nice sailing!**

Play the **Sail of the Speedy Game** to see if you can change the course of history. It is up to you to keep the *Speedy* safe. Captain Paxton could not. Can you?

## Rules

- 1 For two or more players.
- 2 Use two different markers, like stones, to mark your place.
- 3 Each player flips a coin.  
**Heads: move one space**  
**Tails: move two spaces**
- 4 Follow the directions on each square.
- 5 The first player to Newcastle wins.

Kingston

## START

The *Speedy* was built in Kingston in 1796.

The Captain of *HMS Speedy* was Thomas Paxton.

Your hull springs a leak.

**MISS 1 TURN**  
to fix the boat.

You get a better map of Lake Ontario.

**ADVANCE 1 SPACE**

Captain Paxton had a wife and seven children.

There are no lighthouses to guide you. You lose your way in the dark.

**GO BACK 1 SPACE**

*HMS Speedy* had a sister ship named *HMS Swift*.

Your sails catch a strong wind.

**ADVANCE 3 SPACES**

