

- 1. Russell H. Tandy artwork
- 2. Storms
- 3. The Hidden Staircase
- 4. The Secret in the Old Attic
- 5. Hannah Gruen's cooking
- 6. A baffling mystery
- 7. Original text melodrama from the 1930s and 1940s
- 8. The genius of Edward Stratemeyer
- 9. Curling up on the Drew's davenport
- 10. Fabulous heels
- 11. Taylor's Department Store
- 12. Those snooty Topham Sisters
- 13. A trusty flashlight
- 14. Dirk Valentine's treasure
- 15. Buck Rodman
- 16. Ned Nickerson
- 17. Moon Lake
- 18. Bumbling villain Frank Semitt/Jemitt
- 19. Mildred Wirt Benson's writing style and flair
- 20. Nancy Drew's pluck
- 21. Nancy's roadster
- 22. George Fayne's bluntness

- 23. Bess Marvin's dreaminess
- 24. Finding money in old books (*The Phantom of Pine Hill*)
- 25. Lilacs
- 26. Quaint roadside tearooms
- 27. The Nancy Drew silhouette
- 28. Harriet Stratemeyer Adam's inclusion of knowledge to be learned in each book
- 29. A good cliffhanger
- 30. The perfect sleuthing frock
- 31. Lipstick S0S
- 32. Secret passageways
- 33. Travelogues
- 34. A suspenseful yarn
- 35. Red Gate Farm
- 36. The absurdity of *The Flying Saucer Mystery*
- 37. Nancy Drew aliases
- 38. Lucky coincidences
- 39. Spooky old inns and mansions
- 40. Hard headed sleuth–100's of knockouts and still going strong
- 41. Using science to outwit criminals (Archimedes' lever in *The Secret of the Old Clock*)
- 42. Foiling villains
- 43. Learning about Nancy Drew's ancestry
- 44. Drew home burglaries

- 45. Cheesy villain foibles like All-Purpose Assailant Rocks
- 46. Visits to Aunt Eloise Drew
- 47. Hannah Gruen's midnight sleuthing snacks
- 48. Friendly and helpful Chief McGinnis
- 49. Carson Drew's lighthearted humor
- 50. When Nancy met Ned in the original text of The Clue in the Diary
- 51. Archeology backdrops
- 52. Righting wrongs
- 53. The profoundness of dumb criminals
- 54. Helen Corning's sometime appearances
- 55. Scrapper Togo
- 56. Finding hidden treasure
- 57. Overnight trunk bag for sleuthing
- 58. Spike heel window breaker
- 59. A girl getting respect from authority figures
- 60. "Dancing" puppets
- 61. Sleuthing in Amish country (*The Witch Tree Symbol*)
- 62. Moonstone Castle
- 63. Ringing footprints with stones
- 64. Rapping on walls to locate hollow spots and passageways
- 65. Passwords like "Blue bells will be singing horses"
- 66. The Nancy Drew Mystery Game

- 67. The 1970s TV show
- 68. Bonita Granville and Frankie Thomas in the comic 1930s Warner Brothers movies
- 69. Rediscovering Nancy Drew
- 70. The thrill of searching out Nancy Drew books in book and antique stores
- 71. Emerson football games and dances
- 72. First person in the new Girl Detective series
- 73. Having a long-term ghostwriter like Mildred Wirt Benson or Harriet Stratemeyer Adams
- 74. Creepy old attics
- 75. 75 years and still going strong!