

**Power Rangers** is an entertainment and merchandising [franchise](#) built around a live-action [superhero](#) television series, based on the Japanese [tokusatsu](#) franchise *Super Sentai*. Produced first by [Saban Entertainment](#), second by [BVS Entertainment](#), later by [Saban Brands](#), and today by SCG Power Rangers LLC and its parent company, [Hasbro](#), the *Power Rangers* television series takes much of its [footage](#) from the *Super Sentai* television series, produced by [Toei Company](#).<sup>[1]</sup> The first *Power Rangers* entry, *Mighty Morphin Power Rangers*, debuted on August 28, 1993, and helped launch the [Fox Kids](#) programming block of the 1990s, during which it catapulted into popular culture along with a line of [action figures](#) and other toys by [Bandai](#).<sup>[2]</sup> By 2001, the media franchise had generated over \$6 billion in toy sales.<sup>[3]</sup>

Despite [initial criticism](#) that its action violence targeted child audiences, the franchise has been commercially successful. As of 2022, *Power Rangers* consists of 29 television seasons of 21 different themed series and three theatrical films released in 1995, 1997, and 2017.

In 2010, [Haim Saban](#), creator of the series, regained ownership of the franchise. It was previously owned for eight years by [The Walt Disney Company](#). In 2018, Hasbro was named the new master toy licensee. Shortly afterwards, Saban Brands and Hasbro announced that the latter would acquire the franchise and the rest of the former's entertainment assets in a \$522 million deal, with the first products from Hasbro becoming available in early 2019.<sup>[4][5]</sup>

## Premise

---

Further information: *List of Power Rangers characters*

Since *Power Rangers* derives most of its footage from the *Super Sentai* series, it features many [hallmarks](#) that distinguish it from other superhero series. Each series revolves around a team of youths recruited and trained by a mentor to morph into the eponymous Power Rangers, able to use special powers and pilot immense assault machines, called Zords, to overcome the periodic antagonists. In the original series *Mighty Morphin*, the wizard [Zordon](#) recruits "teenagers with attitude" against [Rita Repulsa](#).<sup>[6]</sup>

When "morphed," the rangers become powerful [superheroes](#) wearing color-coded skin-tight [spandex](#) suits and helmets with [opaque visors](#); identical except in individual rangers' color, helmet design, and minor styling such as incorporating a skirt. Morphed Rangers generally possess enhanced strength, durability, agility and combat prowess. Some possess superhuman or [psychic](#) abilities such as super-speed, element manipulation, [extra-sensory perception](#) or [invisibility](#).<sup>[7]</sup> In addition, each individual ranger has a unique [weapon](#), as well as common weaponry used for ground fighting.<sup>[note 1]</sup> When enemies grow to incredible size (as nearly all do), Rangers use individual Zords that combine into a larger Megazord.

Rangers teams operate in teams of three to five, with more Rangers joining the team later. Each team of Rangers, with a few exceptions, obeys a general set of conventions, outlined at the beginning of *Mighty Morphin* and implied by mentors throughout many of the other series: Power Rangers may not use their Ranger powers for personal gain or for escalating a fight (unless the enemy does so), nor may the Power Rangers disclose their identities to the general public.<sup>[note 2]</sup> The penalty for disobeying these rules is the loss of their power.

As in *Super Sentai*, the color palette of each *Power Rangers* team changes every series.<sup>[note 3]</sup> Only Red and Blue appear in every Ranger team. Other colors and designations also appear throughout the series.<sup>[note 4]</sup> A Rangers' color designation also influences their wardrobe throughout the series: civilian clothing often matches Ranger color.<sup>[note 5]</sup>