

# LIONS

LOST AND FOUND

1      D                    A                    G                    A                    D                    A<sub>3</sub>

Oh, them li- ons they can eat my bo - dy but they can't swal - low my

4      G                    A                    D                    A                    G                    A

soul, No, no no But they keep on try -in' to crash my par - ty but they

7      D                    A                    G                    A                    D                    A                    no no

can't get con - trol No no n - n - n - n - n No way

10      G                    no                    A                    no no                    D                    No                    A                    no no                    G                    no                    A                    no no

ba - by uh uh No way ba - by uh uh

13      Bm                    A                    G                    D

Sa - tan prowls like a roar - in' li - on

15      Bm                    A                    G                    D                    Bm                    A

Seek - ing whom he will de - vour I know that though he

18      G                    D                    Bm                    A                    G                    A                    D.S.

keeps on try - in he's no match for Je - sus' pow - er. ba-by

21 **Bm** **A** **G** **D**

And ev - en dem - ons be - lieve and trem - ble

23 **Bm** **A** **G** **D** **Bm** **A**

They try to ru - in your life the same \_\_\_\_\_ I know that when the

26 **G** **D** **Bm** **A** **G** **A**

saints as - sem - ble Sa - tan runs at ev - 'ry sign of Je - sus' name, Oh, ba - by

29 **D** **A** **G** **A** **D** **A** <sub>3</sub>

Oh, them li - ons they can eat my bo - dy but they can't swal - low my

32 **G** **A** **D** **A** **G** **A**

soul, No, no no But they keep on try - in' to crash my par - ty but they

Stop time - chop chords

Let ring...

35 **D** **A** **G** **A** **D**

can't get con - trol No no No No