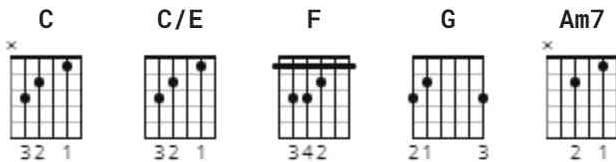


King Of Kings Chords by Hillsong Worship

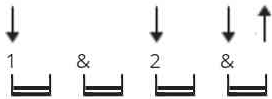
Difficulty: beginner
Tuning: E A D G B E
Capo: 2nd fret
Key: D

CHORDS



STRUMMING

MAIN PATTERN 68 bpm



[Intro]

C

[Verse 1]

C/E **F**
In the darkness, we were waiting
G **C**
Without hope, without light
C/E **F**
Till from heaven, You came running
G **C**
There was mercy in Your eyes
C/E **F**
To fulfil the law and prophets
G **C**
To a virgin came the word
C/E **F**
From a throne of endless glory
G **C**
To a cradle in the dirt

[Chorus]

C

Praise the Father

F
Praise the Son
Am7
Praise the Spirit
G
Three in one
C
God of glory
F
Majesty
Am7 **F** **G** **C**
Praise forever to the King of Kings

[Verse 2]

C/E **F**
To reveal the kingdom coming
 G **C**
And to reconcile the lost
 C/E **F**
To redeem the whole creation
 G **C**
You did not despise the cross
 C/E **F**
For even in your suffering
 G **C**
You saw to the other side
 C/E **F**
Knowing this was our salvation
 G **C**
Jesus for our sake you died

[Chorus]

C
Praise the Father
F
Praise the Son
Am7
Praise the Spirit
G
Three in one
C
God of glory
F
Majesty
Am7 **F** **G** **C**
Praise forever to the King of Kings

[Verse 3]

Am7 **F**
And the morning that You rose
G **C**
All of heaven held its breath
Am7 **F**
Till that stone was moved for good
G **C**
For the Lamb had conquered death
Am7 **F**
And the dead rose from their tombs
G **C**
And the angels stood in awe
Am7 **F**
For the souls of all who'd come
G **C**
To the Father are restored

[Verse 4]

C/E **F**
And the church of Christ was born
G **C**
Then the Spirit lit the flame
C/E **F**
Now this gospel truth of old
G **C**
Shall not kneel, shall not faint
C/E **F**
By His blood and in His name
G **C**
In His freedom I am free
C/E **F**
For the love of Jesus Christ
G **C**
Who has resurrected me

[Chorus]

C
Praise the Father
F
Praise the Son
Am7
Praise the Spirit

G

Three in one

C

God of glory

F

Majesty

Am7

F

G

C

Praise forever to the King of Kings

Am7

F

G

C

Praise forever to the King of Kings