

**ABSTRACT**

To eliminate the delay time from when a request is made for playing a prescribed tone until it is actually played. Tone data in which the beginning part of the data that generates one effect sound is uncompressed data and the remaining part is compressed data, is stored in a compressed data unit. An arithmetic processing unit reads the data stored in the compressed data unit and decides whether this data is compressed data. If the data is uncompressed data, the data is transferred via multiplexer 9 to speaker 50 and is played. While the uncompressed data is being played, the remaining data is transferred to an expansion unit, where expansion processing is performed on it. If the expansion-processed data requires later-stage processing, it is stored in a post-expansion data unit, and if no such processing is required, it is transferred via a multiplexer to a speaker and is played.