For this problem we can utilise the prefix sum. First we create a prefix sum p for the audio scores of each year.

For each warper that we can use, we loop through p to find the largest audio score of a window of $W[i]$ years. To calculate this, for each warper we simply find the maximum of $p[i] - p\big[i - W[i]\big]$ for $W[i] \leq i < X$. This gives us the maximum amount of audio we can re-experience with this warper.

After collecting this data, we sort the values in descending order and add the scores of any warpers that contribute a positive value. If a warper contributes ≤ 0 audio score then it is detrimental/redundant to us and thus should be discarded.