Linear Polyomino Achievement

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For a given set $P = \{p_1, \ldots, p_n\}$ of integers the following achievement game will be considered. Two players $A$ (first move) and $B$ alternatingly color the integers. Player $A$ wins if he achieves a copy of $P$ (that is $\{p_1 + k, \ldots, p_n + k\}$ or $\{k - p_n, \ldots, k - p_1\}$ for an integer $k$) in his color and $B$ wins otherwise. The polyomino $P$ is called a winner if there exists a winning strategy for $A$. Otherwise there exists a strategy for $B$ to prevent $A$ from winning and then $P$ is called a loser.

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