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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