Out of the list of undecidable problems from Wikipedia my favorite was the magic the gathering one. Simply put it is stated that you determining whether or not you have a winning strategy in magic the gathering is undecidable. In other words there exists no algorithm that can look at any two decks of magic the gathering and decide which one will win the game. This is shown in a paper by Alex Churchill and his companions. Where he shows that not only is magic the gathering Turing complete but that trying to determine which deck will win is equivalent to trying to solve the halting problem.