# **Cities of Light**





When Wednesday 23rd Sep 2026

For 11 nights

Ship Viking Alsvin

Fly/ Cruise £3,490

\*Last updated 23rd May 2025

### What's Included

2 nights in a hotel before your cruise

💂 7 nights cruising on the Rhine, Main

2 nights in a hotel following your cruise

Deluxe ensuite accommodation with river view

🖰 Beer, wine and soft drinks at lunch & dinner

Alternative restaurant with lighter meals

One complimentary shore excursion in every port

Free Wi-Fi included

Complimentary tea and coffee

Port Taxes and Fees

ABTA and ATOL Protection\*

## **Itinerary**

**Arrive Depart** 

23rd Sep 2026 2 nights accommodation before your cruise

25th Sep 2026 Bamberg, Germany, embark on the Viking Alsvin

26th Sep 2026 Bamberg, Germany

26th Sep 2026 Bamberg, Germany

27th Sep 2026 Würzburg, Germany

28th Sep 2026 Heidelberg, Germany

29th Sep 2026 Mainz, Germany

29th Sep 2026 Rüdesheim am Rhein, Germany

30th Sep 2026 Rüdesheim am Rhein, Germany

30th Sep 2026 Cochem, Germany

1st Oct 2026 Bernkastel-Kues, Germany

1st Oct 2026 Trier, Germany

2nd Oct 2026 Trier, Germany, disembark the Viking Alsvin

2nd Oct 2026 2 nights accommodation following your cruise

4th Oct 2026 Check out of accommodation

### Your Holiday Is Safe With Us



#### **Fusion Cruises Terms and Conditions**

All offers and prices are subject to change and availability at time of booking. Prices are based on twin occupancy sharing unless otherwise stated and are subject to Fusion Holidays and the Tour Operator's terms and conditions. Additional cabin, flight and other supplements may apply in addition to the pricing shown above. Flight details, timings and routing may be subject to alteration. Additional charges may also apply. Any advertised Onboard Spending money or additional package benefits will be per cabin based on twin occupancy sharing. \*Not all holidays are ATOL protected. Please ask us to confirm what protection may apply to your booking. Errors and omissions excepted E&OE. Offers can be withdrawn at anytime.