



Cities of Light



When Wednesday 14th Oct 2026

For 11 nights

Ship Viking Alsvin

Cruise Only **Please Call for Details**

**Last updated 20th May 2026*

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

- 14th Oct 2026 2 nights accommodation before your cruise
- 16th Oct 2026 Trier, Germany, embark on the [Viking Alsvin](#)
- 17th Oct 2026 Trier, Germany
- 17th Oct 2026 Bernkastel-Kues, Germany
- 18th Oct 2026 Cochem, Germany
- 19th Oct 2026 Koblenz, Germany
- 19th Oct 2026 Koblenz, Germany
- 20th Oct 2026 Heidelberg, Germany
- 20th Oct 2026 Heidelberg, Germany
- 21st Oct 2026 Würzburg, Germany

22nd Oct 2026 Bamberg, Germany

23rd Oct 2026 Bamberg, Germany, disembark the [Viking Alsvin](#)

23rd Oct 2026 2 nights accommodation following your cruise

25th Oct 2026 Check out of accommodation

Your Holiday Is Safe With Us



ABTA No.P6652



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 Offers can be withdrawn at anytime.