



FUSION CRUISES

Dream holidays made for you

Journeys - 10-Day New Zealand



When Saturday 28th Nov 2026










For 10 nights

Ship Carnival Splendor

Cruise Only From **£733** pp*

**Last updated 29th Jan 2026*

What's Included

-  10 nights aboard the [Carnival Splendor](#)
-  Drinks Packages available
-  Evening entertainment & Broadway style shows
-  Serenity adults only retreat (extra charges apply)
-  Speciality Restaurants (charges may apply)
-  24-hour room service
-  24-hour Pizzeria
-  Port Taxes and Fees
-  ABTA and ATOL Protection*

Itinerary

	Arrive	Depart
28th Nov 2026 Sydney, New South Wales, Australia, embark on the Carnival Splendor		15:30
29th Nov 2026 At Sea		
30th Nov 2026 At Sea		
1st Dec 2026 At Sea		
2nd Dec 2026 Wellington, New Zealand	08:00	18:00
3rd Dec 2026 Lyttelton, New Zealand	08:00	17:00
4th Dec 2026 Port Chalmers, New Zealand	07:00	16:00
5th Dec 2026 Fiordland National Park, New Zealand	14:00	18:00
6th Dec 2026 At Sea		
7th Dec 2026 At Sea		
8th Dec 2026 Sydney, New South Wales, Australia, disembark the Carnival Splendor	06:30	

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 Offers can be withdrawn at anytime.