



Passage to Eastern Europe



When Monday 1st May 2028

For 10 nights

Ship Viking Eldir

**Fly/
Cruise** From **£3,995** pp*

**Last updated 13th Jun 2026*

What's Included

-  2 nights in a hotel before your cruise
-  7 nights cruising on the Danube
-  1 night 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 |
|--------------|-------------------|--|
| 1st May 2028 | | 2 nights accommodation before your cruise |
| 3rd May 2028 | Budapest, Hungary | embark on the Viking Eldir |
| 4th May 2028 | Kalocsa, Hungary | |
| 5th May 2028 | Osijek, Croatia | |
| 6th May 2028 | Belgrade, Serbia | |
| 7th May 2028 | Golubac, Serbia | |
| 7th May 2028 | Golubac, Serbia | |
| 8th May 2028 | Vidin, Bulgaria | |
| 9th May 2028 | Ruse, Bulgaria | |

Arrive Depart

10th May 2028 Bucharest, Romania, disembark the [Viking Eldir](#)

10th May 2028 1 night accommodation following your cruise

11th May 2028 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 Offers can be withdrawn at anytime.