



Cities of Light



When Wednesday 29th Mar 2028

For 11 nights

Ship Viking Alsvin

Cruise Only **Please Call for Details**

**Last updated 17th Dec 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

- 29th Mar 2028 2 nights accommodation before your cruise
- 31st Mar 2028 Trier, Germany, embark on the [Viking Alsvin](#)
- 1st Apr 2028 Trier, Germany
- 1st Apr 2028 Bernkastel-Kues, Germany
- 2nd Apr 2028 Cochem, Germany
- 3rd Apr 2028 Koblenz, Germany
- 3rd Apr 2028 Koblenz, Germany
- 4th Apr 2028 Heidelberg, Germany
- 4th Apr 2028 Heidelberg, Germany
- 5th Apr 2028 Würzburg, Germany

Arrive Depart

6th Apr 2028 Bamberg, Germany
7th Apr 2028 Bamberg, Germany
7th Apr 2028 Nuremberg, Germany, disembark the [Viking Alsvin](#)
7th Apr 2028 2 nights accommodation following your cruise
9th Apr 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 Offers can be withdrawn at anytime.