



FUSION CRUISES

Dream holidays made for you

Cities of Light



When Wednesday 16th Sep 2026

For 11 nights

Ship Viking Alsvin

**Fly/
Cruise** From **£3,895** pp*

**Last updated 3rd Jan 2024*

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

16th Sep 2026 2 nights accommodation before your cruise
18th Sep 2026 Trier, Germany, embark on the [Viking Alsvin](#)
19th Sep 2026 Trier, Germany
19th Sep 2026 Bernkastel-Kues, Germany
20th Sep 2026 Cochem, Germany
21st Sep 2026 Koblenz, Germany
21st Sep 2026 Koblenz, Germany
22nd Sep 2026 Heidelberg, Germany
22nd Sep 2026 Heidelberg, Germany

23rd Sep 2026 Würzburg, Germany
24th Sep 2026 Bamberg, Germany
25th Sep 2026 Bamberg, Germany, disembark the [Viking Alsvin](#)
25th Sep 2026 2 nights accommodation following your cruise
27th Sep 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 Offers can be withdrawn at anytime.