



3 bedroom Apartment for sale in San Miguel de Salinas, Alicante

254,900€



Newly built bungalows in San Miguel de Salinas with 2 communal swimming pools

Mediterranean Lifestyle in a Natural Setting Discover this modern residential development of new-build bungalows in San Miguel de Salinas, a town in the south of the province of Alicante, in the Vega Baja del Segura region. This charming municipality combines proximity to the sea with the tranquillity of nature, making it an ideal place for both permanent residence and holidays.

Housing Options for All Lifestyles The residential complex offers bungalow-style apartments with 2 or 3 bedrooms distributed in two options:

Ground floor with private garden and storage room Upper floor with private solarium Each home has been designed with a modern and functional approach, providing comfort, natural light and outdoor spaces to enjoy the Mediterranean climate all year round.

Communal Areas for Family Enjoyment This residential complex is completely enclosed and has excellent communal areas:

2 large communal swimming pools for adults and children Over 2,600 m² of landscaped green areas Children's play area These facilities make the residential complex an ideal place for families, couples and retirees looking for quality of life in a safe and relaxed environment.

Modern Qualities and Energy Efficiency The homes feature high-quality materials and meticulous finishes:

Fully fitted kitchen Exterior carpentry with thermal break and double glazing Reinforced entrance door Bathroom furniture included Pre-installation of split air conditioning in living room and bedrooms

Excellent Location Close to Golf, Beaches and Services San Miguel de Salinas is strategically located near tourist and natural areas:

Golf courses such as Vistabella, Las Colinas and Campoamor less than 10 km away Orihuela Costa beaches 11 km away Torrevieja and La Mata lagoons just 8 km away a Zenia Boulevard shopping centre 8 km away Alicante Elche

 3 bedrooms
 Swimming Pool

 2 bathrooms

 82m² Build size