

3 bedroom Villa for sale in Benitachell, Alicante

2,249,000€



Villa Altair is situated in the established Lirios de Cumbre del Sol estate. This house features a sleek and contemporary design that integrates seamlessly with Mediterranean nature. Each room is crafted to optimise light and views, creating a perfect harmony between architecture, comfort, and the environment. A home for those who seek peace and quiet without compromising sophistication.

The villa is designed on three floors, making the most of the slope of the plot. The front door is on the top floor, opening into a spacious and bright daytime area where the living room, dining area, and kitchen form a single, open-plan space that connects to the terrace and infinity pool. On this same floor, the master suite offers privacy, a dressing room, an en-suite bathroom, and panoramic views. The lower floor features two bedrooms with their own bathrooms and access to a covered terrace, as well as a versatile room that can be used as a leisure area, a gym, or a study. On the lowest level, there is a basement with an English-style yard, ideal for use as an auxiliary or storage space.

The house is accessed via a road within the estate, which leads to the pedestrian pathway and a semi-covered garage that can accommodate two vehicles. From here, the stepped design of the house invites you to explore its different levels via an interior staircase bathed in sunlight.

Villa Altair is equipped with advanced solutions to ensure comfort and efficiency, including an aerothermal air conditioning system, underfloor heating, mechanical ventilation with heat recovery, and a home automation system that controls blinds, lighting, and air conditioning from any device. The materials selected for the finishes have been chosen for their aesthetic appeal and durability, including exterior carpentry with thermal bridge break, heat insulated glazing, and large format ceramic tiles both indoors and outdoors.

 3 bedrooms
 1,000m² Plot size

 4 bathrooms
 Swimming Pool

 266m² Build size