



## 3 bedroom Apartment for sale in Campoamor, Alicante


365,000€

Key ready apartment with 3 bedrooms and 2 bathrooms in Residencial Seagardens; Enjoy the spectacular terrace of this modern new construction apartment in Campoamor (Orihuela Costa). With 3 bedrooms and 2 bathrooms, this home is the dream of anyone who wants to live in the Mediterranean paradise in a private urbanization near the sea and with great detail. The rooms are equipped with built-in wardrobes. For greater efficiency in the home, a modern installation of hot and cold air conditioning equipment has been planned through ducts with supply and return grilles in the living room and bedrooms. Temperature control is carried out through a thermostat located in the main room. The hot water system is generated through an innovative aerothermal system, which minimizes the use of fossil energy, which will produce great savings on your electricity bill; The apartment includes a parking space on floor -1 and a storage room optional for 15.000€; Location;

Residencial Seagardens is located in the highest part of Campoamor, very close to La Glea beach and the marina. Seagardens residents will enjoy large terraces, sea and nature views and beautiful ornamental gardens; Common zones;

You can enjoy a heated indoor pool, as well as a sports area for outdoor exercise, a gym, a children's play area and a large outdoor pool along with a smaller one for children; Since we know that you will love taking bike rides in the area, we have reserved a space to store your bikes. And so that you can receive and deliver products at any time of the day and with complete safety and freedom, we have also set up multi-user electronic lockers at the main entrance of the residential complex; Finally, you can also make use of a gourmet room next to the pool, and a chill out space on the roof, ideal for enjoying summer evenings and gatherings with friends and family.

 3 bedrooms  
 Swimming Pool

 2 bathrooms

 106m<sup>2</sup> Build size