

HABITO

Istarska 1, 52463 Višnjan

mail: info@habitorealestate.com

web: www.habitorealestate.com

info: +385 95 559 2774 | + 385 95 554 3550



Code :	01433
Location :	Poreč
Building size :	67 m ²
Garden size :	0 m ²
Distance from center :	1000 m
Distance from sea :	2500 m
Floor :	2
Number of floors :	4
Number of rooms :	3
Number of bedrooms :	2
Number of bathrooms :	1
Year of construction :	2025
Energy efficiency :	A
Sea View :	Yes
Parking lot :	Yes
Basement :	Yes

Price : 280.000 €

An apartment under construction in the vicinity of Poreč is for sale, measuring 67 m², consisting of a living room, dining room, kitchen, hallway, covered terrace, two bedrooms, bathroom and toilet. The apartment is located on the second floor of a building with an elevator, has a sea view, electric underfloor heating in the living area and bathroom, security doors, air conditioning in the living room and bedrooms, a storage room in the basement of the building measuring 5 m² and two parking spaces in front of the building. The apartment is approximately 2.5 km from the sea and 9 km from the center of Poreč, in the village there are restaurants, cafes, a pharmacy, a school and a supermarket.

Move-in date: 31.03.2026.

Energy class "A"

NOTE: The property is subject to VAT, so the buyer does not pay real estate tax in the amount of 3% of the purchase price.

An identical apartment is located on the ground floor and on the first floor of the building, the ground floor apartment also has a garden.

Dear clients, A property viewing is possible upon signing a brokerage agreement, which serves as the basis for any further actions related to the purchase and sale process, as well as for the collection of the commission in accordance with the Real Estate Brokerage Act. In the event of a purchase and sale, the agency commission amounts to 3% + VAT and is charged upon the conclusion of the preliminary sale agreement / purchase agreement.

NOTE: We do not assume responsibility for possible errors in the property descriptions; however, we strive to make them as precise and accurate as possible.