

Parcul Circului

CARACTERISTICS

► **AREA:** Parcul Circului



FINISHES/EQUIPMENT

► **Others:** Heating System, Elevator, AC, Insulated Windows , Parquet, Garage

DESCRIPTION

The residential compound is located in Bucharest, in central area, in one of the most sought-after areas in northern Bucharest. Located between 3 parks, Parcul Circului, Parcul Verdi and Parcul Tei, the residential compound integrates the green and multifunctional area within the complex, in a secure space, with permanent security.

- Construction Permit under approval, will be obtained in maximum 2 months, offers a major advantage in Bucharest's challenging permitting environment.
- Phase One 95% sold out before its completion in June 2025. The building has complete certificates, with all necessary authorization issued. The successful sale and completion of Phase One strengthen confidence in the viability and appeal of Phase Two.
- The utility connections have been completed for both Phases, resulting in lower developments costs for Phase 2. The connections for both Phase 1 and Phase 2 are already operational, leading to a reduced delivery time for the final product.
- The residential compound benefits from ideal proximity to transport hubs, commercial zones and top schools, increasing its overall appeal.
- Strong Demand for Central Housing: Central Bucharest's easy access to infrastructure and services, ensures high potential for selling or renting units.
- Premium Valuation Potential: High demand in central areas supports premium pricing, enhancing financial returns.

Phase 2:

height regime of 2B+GF+6F

96 new homes:

9 studios divided into 4 types (38.10 sqm – 50.46 sqm)

63 two-room apartments divided into 12 types (52.96 sqm – 74.68 sqm)

24 three-room apartments divided into 8 types (70.62 sqm – 93.08 sqm)
Number of Parking Spaces: 112
Total SCD (2B+GF+6F) - 15,776 sqm
Total Gross Built Area – 10,500 sqm
Total Usable Area - 8,468 sqm
Total land plot area: 6,906 sqm

5,500,000 EUR + VAT

55.90 BITCOIN + VAT

1,417.91 ETHEREUM + VAT