

60 Monterey Street Monterey, NSW



Architectural brilliance merges with unparalleled luxury living

Prepare to be transported into a realm of architectural magnificence and opulence as you enter this awe-inspiring marvel that offers an expansive internal space exceeding a remarkable 400 square meters approx. Every inch of this exquisite property exudes an air of elegance and refinement from the carefully crafted details to the opulent finishes, every aspect of this stunning property radiates an atmosphere of style and sophistication in a way that is truly unparalleled. Prepare to bask in the glory of this architectural masterpiece and revel in the splendour of a lifestyle that is nothing short of extraordinary.

- Formal lounge with soaring ceilings upon arrival which compliments a relaxed living area that effortlessly transitions to the outdoor entertainment oasis
- Expansive sub-level with home cinema room, a billiards room for refined leisure, a versatile games area for endless fun, and an abundance of storage

Price: SOLD | Ray Fadel
Council Rates: \$659.00 p/q
Water Rates: \$173.00 p/q

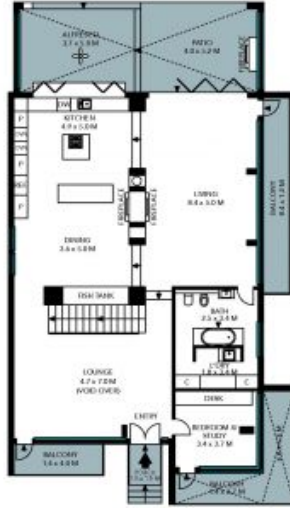


Ray Fadel

0413 177 739



Lower Floor



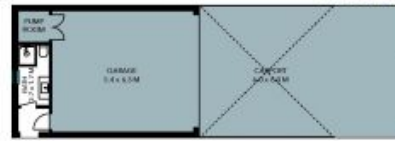
Ground Floor



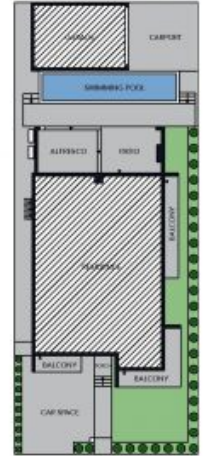
First Floor



Roof Terrace



Ground Floor



Site Plan



The site plan and floor plan are not to scale; measurements are indicative and in metres. Bushes and trees are placed for illustration purposes. Plans should not be relied on. Interested parties should make and rely on their own enquiries. All other information provided has been collected from reliable sources but cannot be guaranteed for accuracy.



Lower Floor



Ground Floor



First Floor



Roof Terrace



Ground Floor



The floor plan is not to scale; measurements are indicative and in metres. All features included in this 3D plan are for inspiration purposes only. This is not an exact replica of the property or the position of exterior elements. Plans should not be relied on. Interested parties should make and rely on their own enquiries.