

HOW TO REACH US

Villetta Garibaldi is situated in the old part of town where it is designated as an exclusively pedestrian zone; easily reachable on foot, but not so convenient to cars. Happily, only 500 m away from the hotel is a public parking lot called Valdibora.

The parking rate is 6,00 kn (cca. 0,83 €) per hour or 138,00 kn (cca. 20,00 €) per day during the summer season (May – October). In the winter (November through April) the price is 2,00 kn (cca. 0,27 €) per hour or 48,00 kn (cca. 6,50 € per day).

For our guests who arrive by car, we have an entrance card for entering the pedestrian zone of the old part of town. In between the two roundabouts parallel to parking Valdibora, on your left side, is a tourist agency called „Bemax“ , (next to coffee bar „Aquarius“) you can acquire a Villa Tutturotto card that will allow you to enter the city with your own car in order to drop off luggage at Villetta Garibaldi house.

It is important to remember that the entrance card is valid for a maximum of 30 minutes from entry so please do not stay in the pedestrian zone longer than 30 minutes. Upon your exit, it is necessary to return the entrance card to the tourist Agency „Bemax“ .

From the Valdibora ramp (main entrance to the old town) , proceed straight to the grassy square with a large abstract concrete monument. Walk over to the monument and go up the street ending in the monument, pass by an open – air market in the street Giuseppe Garibaldi. You will be walking away from the water at Valdibora. Some 15 m after the open air market you will see, on your right side, red-orange building with the shop „Nautica“ on the ground level. This building is Villetta Garibaldi. The address of Villetta Garibaldi is Giuseppe Garibaldi 2. Please, park your car in front of the house, and call the number 00385 (0) 52 815 181, one of the receptionist of Villa Tutturotto will be there in a 2 minutes to give you the key of the house. Thank you.

The google map link you can find below,

<https://goo.gl/maps/9ohexwqPeZG2>