

ROUTE AND ACCESSIBLE RESOURCES

Due to the municipality's geomorphological conditions, people with reduced mobility can visit the salt shaker museum, the microgiant, the Antonio Marco museum, the historic vehicle museum, and the reservoir dam.

SALT AND PEPPER SHAKERS MUSEUM

This collection features more than 20,000 salt and pepper shakers from around the world.

Telephone: 965885006

MICROGIANT MUSEUM

You can admire two collections of works of art: miniatures viewed through powerful magnifying glasses and giant sculptures. Among the miniatures, the most important are: a bullring built on the head of a pin; the Bible made from a section of hair; a flea riding a bicycle along the edge of a seed, among others.

Telephone: 965885062

ANTONIO MARCO MUSEUM DOLLHOUSES ECO-FRIENDLY NATIVITY SCENE AND ANTIQUE TOYS

This museum features three different themes: dollhouses with unique designs, built and decorated with "magic"; an ecological nativity scene built with natural elements: trees, bonsai trees, earth, stones, a river with fish, and much more; and an important collection of antique toys.

Telephone: 965885323

MUSEUM – HISTORIC VEHICLE COLLECTION "VALL DE GUADALEST"

This collection consists of approximately 150 motorcycles and several cars from more than 50 different makes. All vehicles are in perfect condition, retaining all their original components, and range in age from 1915 to 1970. The museum is located in the heart of nature, at the entrance to the Guadalest Valley, 7 km from the town. It has a large parking lot and a shop selling museum-related products. In the annex building, you can enjoy a bar-restaurant and a shop selling regional products.

Telephone: 965882197

DAM RESERVOIR

People with reduced mobility can also visit the reservoir dam and enjoy the magnificent views. Parking is available in this area.

RESTAURANTS, BARS, AND ACCOMMODATION

Those located in the car park and the surrounding area are accessible.

The Tourist Information Office of El Castell de Guadalest is not responsible for changes to the information contained in this documentation.

