

Come enjoy a relaxing vacation at our guesthouse Na Fali in Rewal.

The guest house is located in a quiet section of the town, very close to the center and to the beach. We have 1, 2 and 3 person Rosom.

On the property we have free parking as well as places to relax and grill.

There is a community playground for children with a small park located about 30 meters from our property. To the center of our magical town is ~300 meters, and to the sea is ~200 meters, a sports center and bicycle rental are ~100 meters.

Within 150 meters is a health clinic, pharmacy and ATM.

Facilities

We have 2, 3 and 4 person rooms with the option of adding an extra bed. In each room is an in-suite bathroom, TV set and beach equipment. On every floor there is a kitchenette available for guest use. WiFi internet is available free of charge.

Tel. +48 605 058 356

Check-in begins at 3 PM and we require our guests to check-out by 10 AM.

Rewal

Rewal is a small seaside town, with just under 1000 year-round residents. It is located at the Baltic Sea, on the Szczecin coast.

Rewal is on a high cliff, with a wide sandy beach and a wonderful microclimate, for this reason it is one of the most popular destinations for Polish vacationers and foreign visitors alike.

Historically, Rewal was a small fishing village that has been in existence since the 15th century. The first beach goers arrived in 1830, and as the years have passed, the town has grown in popularity and more amenities have been added.

Today Rewal is the administrative, cultural and educational center of the area. It is widely considered to be a very well-kept town with beautiful gardens and walkways. You'll find tons of attractions in Rewal for all ages, such as our

carnival, choo choo ride Retro-Express, fish fries, pubs and cafes. The town is exceptionally designed for leisure and recreation. At any time when you may tire of lazing on the beach, you can take a horse ride, ride a narrow-gauge train, or visit the lighthouse in Niechorze, or get in a game of tennis.