

# J O N O M O R L L C

O F F I C E O F T H E A R C H I T E C T

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## H.U.N.I.E. **Acceptable Use Policy**

V E R S I O N

Version 1.1

E F F E C T I V E

May 4, 2026

P U B L I S H E D A T

[hunie.ai/aup](https://hunie.ai/aup)

A N S W E R E N G I N E O P T I M I Z A T I O N ™ · A E O / G E O B  
Y J O N O M O R ™ · A I V I S I B I L I T Y F R A M E W O R K ™

JONOMOR LLC · 2037 Ford Street, Brooklyn NY 11229 · [hunie.ai](https://hunie.ai) · [jonomor.com](https://jonomor.com)

## Preamble

This Acceptable Use Policy (“AUP”) governs all use of the H.U.N.I.E. system operated by JONOMOR LLC at hunie.ai. It applies to every Customer holding active credentials, to all Customer Personnel and Agents acting under those credentials, and to all Customer Content transmitted to H.U.N.I.E.

This AUP supplements the H.U.N.I.E. Terms of Use, the AI Visibility Framework Licensing Program license agreement, and the H.U.N.I.E. Privacy Policy and Data Processing Addendum. Capitalized terms used and not defined in this AUP have the meanings assigned in the Terms of Use or the License Agreement.

Violation of this AUP is grounds for suspension of H.U.N.I.E. access and, in cases of material or repeated violation, termination of the License Agreement for cause without cure period. Where a violation also constitutes breach of NVIDIA’s developer terms or NVIDIA Inception program terms, or breach of Data Protection Law, the consequences set forth in those frameworks apply in addition to the consequences under this AUP.

## Section 1 · General Prohibitions

Customer shall not use H.U.N.I.E. to:

1. transmit, store, or process content that is unlawful in the jurisdiction of Customer, the jurisdiction of the Data Subject, or the jurisdiction of Jonomor;
2. transmit content that is fraudulent, deceptive, defamatory, harassing, threatening, or that promotes violence, terrorism, or self-harm;
3. transmit content that infringes any third-party right, including copyright, trademark, trade secret, right of publicity, or contractual right;
4. transmit content that constitutes child sexual abuse material, non-consensual intimate imagery, or any other content prohibited by U.S. federal law or analogous law in any other jurisdiction;
5. transmit malware, viruses, ransomware, worms, trojans, exploit code, or any code intended to harm any system;
6. attempt to interfere with the integrity, availability, or performance of H.U.N.I.E., including by overwhelming the API with malicious request volume, exploiting any error condition, or constructing requests designed to cause inconsistent state;
7. use H.U.N.I.E. in connection with any activity that violates U.S. economic sanctions or export controls, or that violates the export controls and sanctions compliance representations made in Section 4.17 of the License Agreement;
8. use H.U.N.I.E. to engage in spam, unsolicited bulk communication, phishing, or social engineering;
9. use H.U.N.I.E. to develop or operate any service that competes with the AI Visibility Framework, the AVFT, or H.U.N.I.E. itself, in violation of Section 4.3 of the License Agreement;

10. use H.U.N.I.E. to make decisions producing legal or similarly significant effects with respect to a Data Subject without appropriate human oversight, where Data Protection Law requires such oversight; or
11. misrepresent Customer's relationship with Jonomor or hold out H.U.N.I.E. as Customer's own product.

## Section 2 · No AI Training on H.U.N.I.E. Outputs

Customer shall not use any output of H.U.N.I.E., including Memory Node contents (whether returned to Customer or stored on Customer's behalf), confidence scores, consolidation outcomes, or query result sets, to:

1. train any artificial intelligence model, foundation model, or large language model;
2. fine-tune any pre-trained model;
3. populate any retrieval-augmented generation index, vector store, or embedding database whose purpose is to serve as model training corpus;
4. create derivative scoring or ranking systems that mimic the H.U.N.I.E. consolidation engine; or
5. provide as training material to any third-party model provider, open-source project, or research effort.

This prohibition is in addition to, and not in lieu of, the prohibitions in Section 4.2 of the License Agreement on AI training using the AI Visibility Framework methodology and AVFT outputs.

Use of AI assistants by Customer Personnel for personal interpretation of H.U.N.I.E. responses (for example, reviewing a Memory Node's natural-language content with an AI assistant during ordinary work) is permitted, provided that no portion of H.U.N.I.E. data flows to such assistant for training, fine-tuning, or retrieval corpus purposes.

## Section 3 · NVIDIA Intelligence Layer — Specific Restrictions

This Section 3 applies only to Customers with Certification-tier access to the H.U.N.I.E. Intelligence Layer. Use of the Intelligence Layer constitutes use of NVIDIA-provided infrastructure (including NVIDIA NemoClaw governance enforcement and NVIDIA Nemotron inference) operated under JONOMOR LLC's NVIDIA Inception program membership. In addition to the general prohibitions in this AUP, Customer shall not:

1. use the Intelligence Layer in any manner that violates NVIDIA's developer terms, restricted-use policies, commercial-use restrictions, or NVIDIA Inception program terms, in each case as in effect from time to time and as published by NVIDIA or communicated to Customer at Intelligence Layer credential issuance;
2. use the Intelligence Layer in connection with any high-risk application, including without limitation: medical diagnosis, treatment, or device control; autonomous vehicles or autonomous weapons; surveillance systems with real-time or post-hoc identification of individuals; lethal force decisions; or any other use that NVIDIA classifies as restricted,

unless Customer has obtained separate written approval from NVIDIA and has provided a copy of that approval to Jonomor;

3. attempt to fine-tune, retrain, modify, or extract the weights, embeddings, or parameters of any NVIDIA-provided model accessed through the Intelligence Layer;
4. resell, repackage, or expose NVIDIA model outputs as a standalone service distinct from the AI Visibility services delivered under the License Agreement; or
5. benchmark NVIDIA models against competing commercial models for the purpose of public publication, marketing, or competitive disparagement.

Breach of any provision of this Section 3 by Customer is also a breach of the indemnification provisions in Section 9 of the Certification License Agreement, triggering the indemnification of Jonomor by Customer for any consequential harm to JONOMOR LLC's NVIDIA Inception program membership.

## Section 4 · Security Conduct

Customer shall not, and shall not permit any third party to:

1. conduct security testing, penetration testing, vulnerability scanning, or red-team exercises against H.U.N.I.E. without prior written authorization from Jonomor specifying the scope, timing, and rules of engagement;
2. attempt to bypass authentication, authorization, rate limiting, or any other access control of H.U.N.I.E.;
3. share, sublicense, transfer, embed in client-side code, publish, or otherwise expose any H.U.N.I.E. credential to any third party;
4. use credentials issued to one Customer organization for any other organization;
5. attempt to access, query, or modify Memory Nodes outside Customer's authorized namespace;
6. reverse engineer, decompile, disassemble, or otherwise probe the H.U.N.I.E. architecture, memory schema, NVIDIA infrastructure routing, or internal logic; or
7. circumvent any technical or contractual restriction designed to protect H.U.N.I.E., its Customers, or third parties.

Customer shall promptly notify Jonomor at [ali@jonomor.com](mailto:ali@jonomor.com) upon any suspected security incident affecting Customer credentials, Customer Content, or H.U.N.I.E. integrity. Responsible disclosure of suspected vulnerabilities is welcomed at the same address; Jonomor will not pursue legal action against good-faith security researchers who comply with the rules of engagement set forth in any authorization granted under this Section.

## Section 5 · Operational Conduct

Customer shall:

1. respect the Rate Limits set forth in Schedule A of the License Agreement; persistent intentional excess that bypasses the granted-coverage process is grounds for suspension;
2. design integrations to fail gracefully when H.U.N.I.E. returns errors, avoiding hot-loop retry patterns that compound load;
3. apply request timeouts and exponential backoff for transient errors;
4. scope Memory Node writes to Agent and Namespace conventions documented in the H.U.N.I.E. Documentation; do not write to reserved namespaces (jonomor.\*, hunie.\*, \_system.\*);
5. avoid storing duplicate or near-duplicate Memory Nodes designed to game the consolidation engine;
6. avoid writing Memory Node content that is excessively long (greater than 100,000 characters per node) without first contacting Jonomor for guidance;
7. treat Memory Node confidence scores as advisory; verify high-stakes decisions through additional means;
8. comply with the soft-delete semantics of the memory delete endpoint; do not assume hard deletion of Customer Content during the active term of the License Agreement; and
9. forward Data Subject requests received by Customer (where Customer is the controller) to the responsible internal team rather than to Jonomor.

## Section 6 · Acceptable Use of Generated Content

Customer is solely responsible for the use, distribution, and consequences of any output it derives from H.U.N.I.E. Where the Intelligence Layer generates inference output, Customer acknowledges that:

1. output may be inaccurate, incomplete, biased, or otherwise unsuitable for any particular purpose;
2. output should not be presented to Customer's end users or clients as authoritative without appropriate human review;
3. Customer should disclose to its end users, where appropriate and where required by law, that artificial intelligence is being used in the delivery of services; and
4. Customer shall not use H.U.N.I.E.-generated content to impersonate any natural person or to create synthetic media of an identifiable person without that person's consent.

## Section 7 · Enforcement

### 7.1 Reporting violations

Suspected violations of this AUP may be reported to [ali@jonomor.com](mailto:ali@jonomor.com). Reports should include the relevant Customer (if known), a description of the suspected violation, and any supporting evidence.

## 7.2 Jonomor's response

Jonomor will investigate reported violations and may, in its discretion, take any of the following actions:

1. contact Customer to seek clarification or remediation;
2. require Customer to remove or suspend specific Customer Content;
3. suspend Customer's H.U.N.I.E. credentials, in whole or in part, pending investigation or remediation, in accordance with Section 10 of the Terms of Use;
4. rotate Customer's credentials;
5. terminate the License Agreement for cause without cure period in cases of material or repeated violation; and
6. refer the matter to law enforcement, regulators, or NVIDIA where the violation involves illegal conduct, breach of NVIDIA terms, or threat to public safety.

## 7.3 No waiver

Jonomor's decision not to enforce a particular provision of this AUP in any specific instance does not constitute a waiver of the right to enforce that provision in the future.

## Section 8 · Modification of this AUP

Jonomor may update this AUP from time to time. Material changes will be communicated to Customer technical contacts by email and posted at [hunie.ai/aup](https://hunie.ai/aup) with not less than thirty (30) days' notice prior to the effective date. Customer's continued use of H.U.N.I.E. following the effective date constitutes acceptance of the updated AUP.

## Section 9 · Contact

Reports of suspected violations, requests for security testing authorization, and other questions regarding this AUP should be directed to [ali@jonomor.com](mailto:ali@jonomor.com).

## N O T I C E S

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*JONOMOR LLC is a member of the NVIDIA Inception program. This membership does not constitute NVIDIA endorsement of the AI Visibility Framework Licensing Program or any specific licensee arrangement.*

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## C O N T A C T

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